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THE TWO TOWERS

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CONTENTS

VOLUME 164—JANUARY 2003

GAME STRATEGIES

- 50 **The Legend of Zelda: A Link to the Past/Four Swords**
Thirteen pages of continuing coverage
- 66 **Metroid Prime**
Part two
- 76 **Harry Potter and The Chamber of Secrets (GCN)**
Not another part two
- 90 **James Bond 007: NightFire**
- 110 **Star Wars Jedi Knight II: Jedi Outcast**
Cool hats spell in "Outcast."
- 120 **Medal of Honor: Frontline**
War is swell.
- 133 **Metroid Fusion**
Part deux.
- 148 **Lara Croft Tomb Raider: The Prophecy**

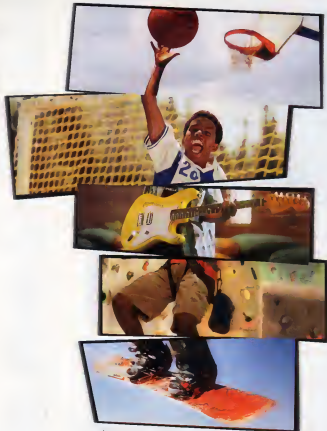
SPECIAL FEATURES

- 40 **The Lord of the Rings: The Two Towers**
We loves it, Baggins! We loves it forever!
- 74 **Skies of Arcadia Legends**
- 100 **Metroid Comic**
- 134 **Eternal Darkness: Sanity's Requiem**
A behind-the-scenes peek!
- 156 **n-Reader Special**
Who knew there was so much strategy for Donkey Kong?



49 And for the rest of his days, Aragorn was embraced by the howling head of Gandalf!

Illustration: Scott McQuinn; Images: Nintendo Game Boy Advance; Images: The Game Boy Advance; Images: The Game Boy Advance



be an action figure.

VERB

run kick swim sing jump catch play leap flirt up stream turn spin go laugh it's what you do.

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PLAYER'S PULSE

way around the lake, while trying to escape the scientists and hunters after her. It would be cool to play from the monster's perspective!

*Maya Mayne
Via the Internet*

The only mythological creatures who deserve a game are the gods and goddesses of Ancient Greece. With all their different powers—lightning, love, hate, death—it would be very cool.

*AMADAMONKEY
Via the Internet*

What about Johnny Appleseed? You could be the best at "bobbing for apples" tournaments, or find his granny's special "Smith apples." When you beat the game, you could find

Leonster, MA, and sell all your apples to Tom Nook!

*Tire Kelley
Via the Internet*

A cool game idea would be a game that features the Greek gods and goddesses. You could play as any Greek deity, such as Zeus, Ares, Poseidon, Hera, or others! Each god or goddess would have a special technique or attack—Zeus could fire lightning bolts, and Poseidon could summon tidal waves. The gods and goddesses could travel on Mt. Olympus, Earth, or even follow history. For example, Zeus could guide Hercules, or Cronus could out his children (sneaky teen-ified, of course). It could be educational and action-packed!

*KianG
Via the Internet*

The best choice for a mythological character to have their own game is definitely Odysseus. I mean, think about it—after you choose everyone in the city of Troy (via the Trojan Horse), you get to go on a long sea journey where you encounter cyclopes, sorceresses, sirens and even the angry god of the sea, Poseidon! I would love a game like that!

*Joe Kauraga
Via the Internet*

I think the mystical creature that deserves its own game is the dragon. I'm not talking about some goody-two-shoes, fly-around-and-try-to-save-the-world story. I'm talking your big, bad, fire-breathing, acid-spitting, lightning-shoot-

YOU'RE A WINNER!

Katie Callahan was the lucky winner of the *Pokémon Center NY* sweepstakes from Volume 159. She won a trip to New York for the premier of *Pokémon 4Ever*, and a \$300 shopping spree at the *Pokémon Center NY*. Katie cleaned up at the *Pokémon Center NY*—she was able to download a rare Celebi onto her *Pokémon Game Pak*. She was also taken to the premier of *Pokémon 4Ever* in a stretch limo. On her trip, Katie visited the Statue of Liberty, The Lion King Broadway show, and Madame Tussaud's Wax Museum, where she had a wax replica of her hand created.



Some of the most treasured tales are those that have survived the ages. The myths, folklore and legends that shaped history have inspired today's creative minds. In this month's Write Away, Right Away, you voiced which mythological creatures you'd like to see star in a game.

MYTH & FOLKLORE IN THE VIDEO GAME WORLD

A game should be made solely about a princess of sorts. You know, the classic kingdom being ransacked, and she discovers that she has magical powers—no warrior prince to save her. Or maybe a game about how Link's little fairy friend, Navi, came to be! Just a thought.

*Cyberwolfair
Via the Internet*

The only myths I want to see have their own games are the legendary dragons. They are so cool! Whop Volvaga out of The Legend of Zelda: Ocarina of Time (revive him of course!) and give him his own game—but not some flying action game, give us another Nintendo RPG. Leveling up a dragon would rock!

*Grey Callene
Via the Internet*

I say, forget one mythological creature—create a game full of them! More D&D games! My favorite mythological (ahhh mythological...) I love that word! creature is the basilisk.

*Ety the Great
Via the Internet*
You'd probably love the good of D&D poets of Baldur's Gate! Dark Alliance for the GCN.

You should make a game with a ton of mythical creatures. You should include creatures such as centaurs, satyrs, mermaids, sirens, unicorns, phoenixes, dragons, chimeras, basilisks, were-wolves and sea serpents. That would make an awesome game!

*Jake Endro
Via the Internet*

You should make a game for the Loch Ness Monster. It would be from Nessie's point of view. She'd have to navigate her

LETTER OF THE MONTH

I was recently reading through *Player's Pulse* in Volume 162 and two things caught my interest—two girls to be more specific. The winner of the DigPen essay contest and the girl who met Mr. Miyamoto in Japan. They're both very lucky girls! I know a few girls who play video games, but none seem as interested in them as those two, or myself. I've never met a girl who wants a career in the gaming industry! I want to be a game designer too, and I want to go to Japan.

Wanting to meet or at least talk to these girls helped me come up with a great idea—a "Nintendo Meeting Place." It could be a section of NP or an area of nintendo.com. People who have interests in Nintendo, making games, playing games, and anything else could use this. A meeting place for pen pals (or keyboard pals, if you will).

*Steve
Via the Internet*

If you're an NP subscriber, check out NSider—Nintendo's online community—at nsider.nintendo.com. You can chat with Nintendo fans and the NP staff weekdays from 3:00-6:00 p.m. PST. See you there!

ing, gas-breathing, ice-freezing BAD GUYS! I want to see a big, bad dragon send the world into tyranny! I think it's time that the evil dragons took a stand against the good guys.

Nearly every game with a dragon in it is about how the hero saves the world from the evil dragon—there should be a game where you are that evil dragon. You'd be strong and have pitiful minions who would do all your dirty work. You'd get to fight the good guys, capture the princesses, and take control of kingdoms by attacking the castles and villages—you could even command an evil army!

*Bob Atkins
Via the Internet*

It'd be fun to play a dancing game with Paul Bunyan in it.

Hit the right buttons to avoid being squashed!

*LDWd 53
Via the Internet*

Alan Averill should have his own game for GCN! I mean, he is a strange, mythological creature. He is blue and small and he is also probably one of a kind. He also has a high level of intelligence. (How else would he help write the magazine?) So, I suggest this game to your developer!

*Robert Lawrence
Via the Internet*

What every ambitious slave aspires to be—a video game star!

Paul Bunyan isn't such a bad idea, but make a game about how he traveled across the land of America doing jobs.

playing around making national historic parks, etc.

*Christopher Carmona
California*

The mannequin should get a game! It has the body of a lion, head of a man and tail of a scorpion. The game could be Mannequin Party with Mannequin, Mannequin and Mannequin.

*Sean Brown
Via the Internet*
However... making ancient mythological creatures with Nintendo characters. Interesting.

I think it would be awesome to see a game set in early times where you could play an Aztec god—like Quetzalcoatl, or the mighty Thor. It would be awesome to wield so much power. You could try to keep your worshippers happy, while trying to



convert others. The god boss battles would be awesome!

*Dan Magik
Via the Internet*

MARIO MARIO?

I have a question regarding the Super Mario Bros. If the Mario Bros.' last names are Mario (which the name implies), does that mean that Mario's full name is Mario Mario and Luigi's full name is Luigi Mario?

*Jacob Blossfeld
Via the Internet*

As funny as it may sound, yes, *Mario Mario* and *Luigi Mario* are the Mario Bros.' full names.

RF-SWITCH COMPATIBILITY

I have a very important question. When I was disconnecting my GCN to plug in my N64, I noticed something very peculiar. The RF Switch for the GCN is exactly the same as the one for the N64. So, I was wondering—are the RF Switches interchangeable? I haven't tried it yet because I don't want to risk something happening to my systems. Do they really work on either system?

*Joey Rode
Via the Internet*

The Nintendo RF Switch and Modulator set is compatible with all Nintendo systems. You can even hook your two systems up together so you don't have to disconnect them.

NINTENDO GAMECUBE ONLINE

I was just wondering if there would be a fee for all GCN games that are online-capable, other than the Internet-provided fee. I think other gaming companies let the developer of the game

decide whether there will be an extra Internet fee or not. Is that the way Nintendo is set up?

*Nathan Shatto
Via the Internet*

Nintendo currently does not charge an extra fee for playing a GCN game online. Such a decision is left up to the publisher of an Internet-compatible game, since it is responsible for the maintenance of the game and its online servers.

ODE TO SAMUS

Now with the new *Samus Aran* game out for GCN, I was talking with my friends about one aspect in question: What does *Samus Aran* really look like without her armor on? I mean, we've got to know! If one of those nice pictures has ever been revealed, please tell me the whereabouts. Thanks!

*Matt
Via the Internet*

Maybe if Samus is victorious in Metroid Prime for the Nintendo GameCube, she'll be inclined to take off her helm for a little break.

My younger sister and I are having an argument. We disagree about how you pronounce the "u" in *Samus's* name. My sister says the "u" sounds like it does in the word "us," but I think it sounds better to pronounce the "u" like it sounds in the word

"you." Please help!

*Sean Stueberpurgers
Via the Internet*

The "u" in *Samus Aran's* name is supposed to be pronounced as a soft "u" as in the word "us." Although your sister is correct, there's no knowing you absolutely must pronounce it that way.

LOVE FOR THE GAMES

I am wondering, how does the NF staff do so many game reviews and previews every month? I mean, you have to play the games to review them, and playing them only once couldn't make a good review. How do you guys do it?

*Alex Leighton
Via the Internet*

The NF staff loves games! Several staffers will play through each game a few times—developing great strategies and helpful tips and identifying highlights for our readers.

Border Art Provided By:

Lillian Egan, New York
Jason Gendron, Texas
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Ryan Hinesman, Nebraska
Art Kowalski, Texas
Laura Koyanaka, Ohio
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Cody Liu, Georgia
Brian Mathews, California
Shay Mathews, Missouri
Fred Meade, New Hampshire
Mike Pignatelli, Oregon
Dustin Post, Texas
Toni Smith, Indiana/Ohio

WRITE AWAY RIGHT AWAY

Where there's a Nintendo game, there's always a gaggle of stuff featuring the game's characters. We'd like to hear about the funniest Nintendo game products that you've seen. It could be anything from a toy to a toothbrush to a pillowcase. Maybe you even invented something yourself. Now for you to go in your love of collecting Nintendo stuff! Consult the 411 section on page 190 to find out where to respond.

JUSTICE LEAGUE INJUSTICE FOR ALL

90 MIDWAY



JUSTICE LEAGUE COMES TO THE GAME BOY ADVANCE

When global catastrophe strikes and the world is in peril, the call goes out for the Justice League, the greatest super-heroes of all time. Fighting for truth, justice and freedom, Superman, Batman, Wonder Woman, The Flash, Green Lantern, Hawkman and Martian Manhunter have banded together to fight for the common good against the Injustice League in an all-new action adventure title for the Game Boy Advance. Featuring 12 levels of non-stop action, players will overcome dangerous obstacles, an onslaught of villains and discover power-ups on the path to victory!

GAME PREVIEW AT:

WWW.JUSTICELEAGUEMIDWAY.COM



GAME BOY ADVANCE



Violence

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Lots of new titles on the charts this week, and you won't see a list of top-selling games until next up for the holiday season. For those of you who are into the charts, take a look at the anime craze! Since the charts can't be stopped, the NP knew decided to get into it, spiky haircuts and join the crowd.

KEY:
 * = NEW RELEASE
 P = POSITIVE
 N = NEGATIVE
 C = CHART

TOP SELLING GAMES

| | | POSITIVE | NEGATIVE | CHART |
|----|------------------------------------|----------|----------|-------|
| 1 | YU-GI-OH! THE ETERNAL DUELIST SOUL | * | 1 | |
| 2 | STAR FUEL ADVANCE 3 | 2 | 2 | |
| 3 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 4 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 5 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 6 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 7 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 8 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 9 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |
| 10 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 2 | 2 | |

Source: NPD Group, Inc. May 2003. Data for the week ending May 11, 2003.

NEW RELEASES

| | | POSITIVE | NEGATIVE | CHART |
|----|---|----------|----------|-------|
| 1 | METRODUX PRISON | 1 | 7 | |
| 2 | THE EDGE OF THE OCEAN: THE TWO SWORDS | 2 | 2 | |
| 3 | THE LEGEND OF ZELDA: A LINK TO THE PAST/FOUR SWORDS | 2 | 7 | |
| 4 | BALDRN'S EYE: DARK ALLIANCE | 6 | 3 | |
| 5 | HIMY: NIGHTMARE IN DREAM LAND | 6 | 3 | |
| 6 | JAMES BOND GOO: NIGHTMARE | * | 1 | |
| 7 | SUPER MONKEY BALL JR. | * | 1 | |
| 8 | SAGES OF ANJANA: LEGEND | 3 | 2 | |
| 9 | CORIN: ADVANCE: THE ALLIEN WARS IX | 5 | 4 | |
| 10 | ANIMA: CROSSING | 10 | 7 | |
| 11 | CAR BATTLES: JRE | * | 2 | |
| 12 | STARS: EVIL ZERO | 7 | 3 | |
| 13 | KARRY POTTER & THE CHAMBER OF SECRETS | * | 1 | |
| 14 | STAR FUEL ADVANCE 3 | 5 | 7 | |
| 15 | GOLDEN SUN | 4 | 13 | |
| 16 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 4 | 7 | |
| 17 | YU-GI-OH! DUEL MONSTER ADVANCE 3 | 7 | 4 | |
| 18 | PHANTASY STAR ONLINE | 5 | 6 | |
| 19 | SAMURAI JACK: THE AMULET OF TIME | * | 1 | |

Source: NPD Group, Inc. May 2003. Data for the week ending May 11, 2003.

MOST WANTED

| | PLATFORM | POSITIVE | NEGATIVE | CHART |
|---|-----------------------------------|----------|----------|-------|
| 1 | THE LEGEND OF ZELDA | 1 | 13 | |
| 2 | FINAL FANTASY: CRYSTAL CHRONICLES | 1 | 1 | |
| 3 | PERSONA DUEL/SAPPHIRE | * | 3 | |
| 4 | GOLDEN SUN: THE LOST AGE | 2 | 7 | |
| 5 | HARVEST MOON: A WONDERFUL LIFE | 2 | 5 | |

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Mad Warner

GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

THE SPOTLIGHT

Final Fantasy: Crystal Chronicles



Final Fantasy fans rejoice! Crystal Chronicles is on the way for Nintendo GameCube, and Game Watch gives you the first look.

Raidbots



The concept here is just as fun as the execution in THQ's Battlefield for Nintendo GameCube.

Rayman & Rabbid Movers



Rayman's second adventure for Game Boy Advance is a graphical treat—just like the first, but even prettier and more fun.

The Legend of Zelda: The Wind Waker



Link becomes a member of the winds' tribe GCN debut. Game Watch explores the amazing new adventure for the first time.

Black & Brutal

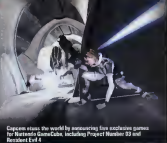


Myra enters the boxing ring with a few, and Game Watch explores the amazing new adventure for the first time.

Dragon Ball Z: Legendary Super Warriors



Goku and all our favorite characters return from the anime, and Game Watch explores the amazing new adventure for the first time.



Capcom rules the world by announcing five exclusive games for Nintendo GameCube, including Project Namco 93 and Resident Evil 4.

THE GAMING NEWS FOR JANUARY 2003

CAPCOM EXCLUSIVES FOR NINTENDO GAMECUBE

If you own a Nintendo GameCube, you already know several reasons to thank Capcom—Resident Evil, Resident Evil Zero and Capcom vs. SNK 2 EO to name a few. But these games are just the beginning of the fun, in a recent announcement in Japan, Capcom revealed that it is working on five GCN-exclusive titles. An all-new Resident Evil—Resident Evil 4—leads up the group. The other games present original ideas and range from shooters to action-platformers. Capcom hasn't provided an estimated date for RE4's release in Japan, but the four other games are scheduled to be released in Japan this year. There's no word yet on the North American schedule. Check out this month's gallery to see the first, exclusive shots of all five remarkable titles.

WOLVERINE COMES TO GBA

Good news for X-Men fans: this May, Activision will release X-Men Wolverine's Revenge to coincide with X2 the movie. Players follow Wolverine on a quest to uncover his mutant origins at the Weapon X facility. The game features an original story divided into eight episodes and 20 levels. Wolverine has full use of his adamantium strengths, which comes in handy when he faces the likes of Sabretooth, Pyro, Phoenix and Magneto. Wolverine's X-Men is using scaling cameras to give the action a cinematic appeal. The GCN Wolverine's Revenge will debut at the same time.

VIVIDDI CRAVES MACE

Vivid Universal has picked up two action titles from Griffe for release on Nintendo GameCube later this spring—Mace Griffin: Bounty Hunter and Exile. Mace Griffin is a shooter with vehicle action set in the future. Exile is a hack-and-slash action title that takes place in a fantasy setting with dark and light worlds to explore. Both games have superior graphics, which we hope to showcase next month in Game Watch.

BANDAI PUMPS MUSCLE

Bandai's Fudax wrestling show is spilling over games to both Game Boy Advance and Nintendo GameCube this year. Ultimate Muscle Legends in New Generation transports the new generation wrestlers back in time to face the legends. It's all part of a plot by Musai, the trainer, to test the winners. The GCN game will feature 20 Ultimate Muscle characters and a create-your-own-superhero mode.

BUBBLE TROUBLE

You can join Duke Bub and Bob to relive a classic arcade experience when Empire Interactive brings Taito's classic Bubble Bobble to Game Boy Advance this spring. Bubble Bobble Old and New will feature the original Bubble Bobble action game from 1984 and a new version with updated graphics and some advanced features that help you keep track of sound cues.

GAME BOY IS A PLAYER

Game Boy Advance is the greatest handheld game console in history, and it's soon to become one of the best TV consoles, as well. Nintendo has announced the release this May of the Game Boy Player—an amazing accessory that plugs into the bottom of your GCN and allows you to play almost any Game Boy, Game Boy Color or Game Boy Advance title on your TV. The picture appears full-screen or framed, and you control the action with the GCN Controller or a linked GBA. You can even play multiplayer matches with one player viewing the action on the TV and the others playing along on their GBAs. We played in Memoir Fusion for a test run and were stunned by how good it looked and felt. The Game Boy Player expands the GCN library (already over 180 titles) to well over 1,000 games. In Japan, the unit will be priced at about \$48, but there's no pricing info for North America at this time. Stay tuned.



HITMAN 2 IS LOOKING FOR YOU

Idios has announced that Hitman 2: Silent Assassin is on its way for GCN. James Bond, game developer IO Interactive's managing director, says, "We are very impressed with the [Nintendo] GameCube and feel that Hitman 2 and the console are a perfect match." We agree, James. In the next few months, mature GCN players will step into the silent shoes of a genetically engineered assassin to begin their dark careers. The third-person shooter is due this spring.



E.T. WON'T GO HOME

ET's cinematic return to earth last year wouldn't be complete without a video game featuring the world's favorite alien. In E.T. The Extra-Terrestrial: The Search for Dragons, NewKidCo presents an adventure that takes E.T. to five planets. He must find special places to help him restore the Dragons plant of his home. Young players and E.T. fans will enjoy the game's puzzles and film-inspired sound track.



DEF JAM UNDERGROUND

EA Sports BIG and Def Jam are getting together to create a unique fighting experience with some of the hottest names in hip-hop. DMX, Ludacris, Redman, N.O.R.E. and Scarface are just a few of the artists who appear in the ring (and in the music credits) for Def Jam Vendetta. The fighting action takes place in 10 underground clubs with 45 fighting characters and the type of over-the-top moves that you would expect from EA Sports BIG. AKI Composition—the ultimate masters of fighting and wrestling games—and EA Canada are developing the game. Players move from club to club, challenging other fighters in settings filled with animated crowds and original music. The game boasts 1,500 moves, including signature special moves and taunts.



PUZZLES FOR JAPAN

Nintendo has announced the January release of Nintendo Puzzle Collection for GCN in Japan. The disc contains three classic puzzles: Dr. Mario, Yoshi's Cookie and Panel De Pon—known as Tetris Attack in North America. There's no word yet on if or when the collection will reach our shores.



THQ SNEAK PEEK

THQ is bringing another great action game to GCN in 2003. The Game Watch crew took a field trip to Cranley Ponds Games, where they saw Summoner: The Prophecy (top) and Red Faction II, both in development and looking sweet. U/I pits six nano-enhanced warriors against Chancellor Sapon's evil regime. The game is a first-person shooter with stealth and puzzle elements, and it lets players operate four types of vehicles. Both games will be released this spring.



THE LEGEND OF ZELDA: THE WIND WAKER

Game Type: Action Adventure
Publisher: Nintendo
ETA: March 2003
System: Nintendo GameCube

From the natural dirt that plays at the beginning of the game to the expressive faces of Link and all the characters you meet, *The Legend of Zelda: The Wind Waker* exudes a unique and captivating style. Welcome to the largest, most colorful world of any Zelda game. Link sails the seas to foreign lands, battles horrifying enemies, solves clever puzzles, explores vast lands and dungeons and learns to master the wind's powers. What's more, the Zelda faithful in Japan who pioneered *The Wind Waker* received a special gift—a free two-game GCN disc including *The Legend of Zelda: Ocarina of Time* and a never-before-released version of that game with much more challenging dungeons. The North American release has been set for late March. Next month, NP will report on all the launch activities for the ultimate Zelda game on the side of the Pacific.



As always in Zelda games, Link uses objects, such as a telescope, to solve puzzles and obtain items.



The wind plays a major role in the new adventure. Here, Link parachutes out of trouble.



Link sails the seas on his sailboat, searching for new lands to explore.



Link will face a host of colorful enemies at the overworld and in dangerous quests.

BATTLEBOTS

Game Type: Fighting
Publisher: THQ
ETA: February 2003
System: Nintendo GameCube

THQ is getting ready to kick some bot with *BattleBots* for Nintendo GameCube. All the nuts and bolts of the popular TV show are included—tournaments, hazards, popular bots, such as Nighmare and Blitzard. But the biggest thrill is creating your own custom bot and taking on the competition, which can include up to three of your bot-building buddies.



You can switch the camera view from the sidelines to a closer view of the action in the arena.



Choose from dozens of weapons and components to build a powerful bot that can take the hit.

BLACK & BRUISED

Game Type: Boxing
Publisher: Playmate
ETA: January 2003
System: Nintendo GameCube

With colorful characters and great sparring in the ring, *Black & Bruised* looks and feels like a next-generation *Punch-Out!* But Playmate's boxer for GCN has lots more going for it. The boxer's Life Mode is one of the best story modes ever. The narrative between rounds tells humorous tales and sets the stage for upcoming bouts. B&B is a real knockout.



The bouts take place in unique 3-D locations. Many of the fights aren't evenings at all.



Fighters use punch combinations to wear down opponents and super punches to score K.O.s.

DRAGON BALL Z: LEGENDARY SUPER WARRIORS

Game Type: RPG
Publisher: Infogrames
ETA: January 2003
System: Game Boy Color

Dragon Ball Z comes to life on Game Boy Color this winter with a new RPG from Infogrames. The game begins with Goku's defeat by Raditz, leaving Gohan to train with Piccolo. The training session leads down the complexities of the card-battle

system. Players learn to build custom decks from five types of cards and to battle effectively with them. When players are ready to move on, the game launches into stages based on TV episodes from the *Saiyan Saga* through the *Cell and Buu Sagas*. Gohan battles Nappe, Vegeta and Frieza, and that's just the beginning of the adventure. *DBZ: Legendary Super Warriors* includes a two-

player Battle Mode, a Multiplayer Mode and a one-player Story Mode. DBZ fans interact with all their favorite characters, battle despicable foes and even employ familiar attacks from the TV shows. It's a *Dragon Ball* must-have with far more complexity than last year's *DBZ* adventure for GBA.



You use cards and decks to perform attacks and defend moves during a battle.



Instead of playing cards, Gohan uses his power during his attack phase to prepare for his next move.



You must choose defensive cards or move to block or blunt your opponent's attack.



Each card presents extensive data to build a quality deck; you'll have to know each card's strategy.

RAYMAN 3: HOODLUM HAVOC

Game Type: Platform
Publisher: Ubi Soft
ETA: March 2003
System: Game Boy Advance

Rayman's new GBA adventure begins when Globox suddenly awakens the Lord of the Dark Lums, which engages an army of Hoodlums. Rayman collects powers as he battles the Hoodlums and progresses to new levels in search of Globox. Like *Rayman Advance* before it, *Rayman 3* is a platformer's dream.



Rayman's famous helicopter gliding move is just one of his many special abilities.



Some stages, such as the waterpark stage, put you in 2-D perspective on the action.

PROJECT: DIGIPEN

Imagine a terrifying monster chasing a little boy through the dark, empty stores of a closed mall. *DigiPen* sophomores Taylor Clark, Ryan Juckett, Kevin Neece, Allen Sun and Charles Schilling, with art and audio help from Brent Thomas and Mike Jones respectively, thought that scenario would make a fun game, and they called it *Mall Monster*. In the role of the lost boy, a player sets traps for the monster and follows text-message clues that appear in thought bubbles. The monster is attracted by the sounds that a player makes when moving around and using items. If the monster gets too close, it can spot the player and charge. As the distance between monster and player diminishes, fear begins to affect the character's speed. Eventually, the boy might even faint and fall to the floor with a thud, attracting the monster. Talk about shopping 'til you drop!



For more information on *DigiPen* and to download a copy of *Mall Monster* to play on your computer, head to www.digipen.edu. There you'll also find info on more *DigiPen* projects and information about signing up for classes and workshops.

JANUARY GALLERY OF GAMES

This month's gallery contains a special treat for Capcom fans. Submitted for your viewing pleasure are five upcoming GCN-exclusive titles. RE4 is the only recognizable name, but some of Capcom's top talent is developing the other four games. Look and dream. The future is bright.

Blitz 7



Project Number 63



Resident Evil 4



Vampire Hunter Joe



Dead Phoenix



EPIC CENTER BREAKING NEWS!

Just before we went to press, NP received two late-breaking notices. The first was news that RPG giants Square and Enix have decided to merge into one company, and the second was a batch of incredible Final Fantasy: Crystal Chronicles screen shots! We'll have more information about both events in next month's Epic Center, but for now, just sit back and enjoy the screens!



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LIVE ORCHESTRA MUSIC

01. Planet Corneria 00:09

Made from Star Fox (Super NES), 1993 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

02. Jungle Garden 00:57

Made from Monkey King Country (Super NES), 1993 Nintendo
Original music by N64. Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

03. Great Bay Shrine 01:01

Made from The Legend of Zelda: Ocarina of Time (N64), 1998 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

04. Dr. Mario 01:05

Made from Dr. Mario (N64), 1993 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

05. Original Medley 01:00

Made from Super Smash Bros. Melee (Nintendo GameCube), 2000 Nintendo/HAL Laboratory, Inc.
Original music by HAL Laboratory, Inc./Shigeru Miyamoto
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

06. Fountain of Dreams 01:35

Made from Super Mario Bros. (Super NES), 1985 HAL Laboratory, Inc./Nintendo
Original music by HAL Laboratory, Inc./Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

07. Pokémon Medley 01:52

Made from Pokémon Center (Game Boy), 1996-2000 Nintendo/Game Boy
Original music by GAME FREAK Inc./Junichi Masuda
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

08. Opening 00:40

Made from Super Smash Bros. Melee (Nintendo GameCube), 2000 Nintendo/HAL Laboratory, Inc.
Original music by HAL Laboratory, Inc./Shigeru Miyamoto
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

09. Planet Venom 02:08

Made from Star Fox 64 (N64), 1997 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa. Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

10. Yoshi's Story 01:52

Made from Yoshi's Story (N64), 1997 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa. Arranged by HAL Laboratory, Inc./Shigeru Miyamoto



11. Depth of Brinstar 01:56

Made from Metroid (N64), 1986 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

12. Smash Bros. Great Medley 01:00

Made from Super Smash Bros. Melee (N64), 1999-2000 Nintendo
Original music by Nintendo/HAL Laboratory, Inc.
Original music by Nintendo Co., Ltd. and HAL Laboratory, Inc./Koji Kiyomasa. Arranged by Nintendo Game Boy and HAL Laboratory, Inc./Shigeru Miyamoto

13. Fire Emblem 01:52

Made from Fire Emblem (N64), 1996 Nintendo/INTELLIGENT SYSTEMS
Original music by INTELLIGENT SYSTEMS Co., Ltd./Shigeru Miyamoto
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

14. Green Greens 00:57

Made from Kirby's Dream Land (Game Boy), 1992 HAL Laboratory, Inc.
Original music by Nintendo
Original music by HAL Laboratory, Inc./Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto

15. Rainbow Cruise 00:59

Made from Super Mario 64 (N64), 1996 Nintendo
Original music by Nintendo Co., Ltd., Koji Kiyomasa
Arranged by HAL Laboratory, Inc./Shigeru Miyamoto



Reprinted August 20, 2000, by Shigeru Miyamoto, Project
Smashing by Shigeru Miyamoto
Arranged by HAL Laboratory, Inc.

Arranged by Nintendo Co., Ltd./HAL Laboratory, Inc.
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—PSM, October '02

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the March issue!



Look, upon the left it's a bird! It's a plane! No, it's Super Mario!

DIGITAL DOUBLES

In Volume stick Power On, we showed you some NP Krew digital doubles and asked you to send in your own. So far the response has been great, so here are this issue's victims, er... lucky participants! Each of the NP readers below told us who he thought his digital double was. The NP Krew gathered and voted on a few more, just for fun.

| | | | |
|--|---|---|--|
|  ALEX WERMELING from Kentucky |  NP KREW'S PICK #1 CLAYTON Designer: The Timezone Pirates |  DAN BAUER from Ohio |  NP KREW'S PICK #1 TONY JONES Mega Nerd |
|  HARRY POTTER Harry Potter and the Chamber of Secrets |  NP KREW'S PICK #2 ANDY Advance Wars |  GARY'S PICK EDDIE SSX Tricky |  NP KREW'S PICK #3 GUILE Super Street Fighter II Turbo Remixed |
|  BEN WERMELING from Kentucky |  NP KREW'S PICK #1 MEGA MAN Mega Man Battle Network |  REESE KINKLE from Montana |  NP KREW'S PICK #1 DEXTER Nintendo Wii Home Unit |
|  BOB'S PICK ISAAC Golden Sun |  NP KREW'S PICK #2 AJAJ Super Monkey Ball |  REBE'S PICK JEFF Earthbound |  NP KREW'S PICK #2 REX Animal Crossing |

YOUR SCREEN TEST CAPTIONS



Our line was "Wag, what's with all the legs? Do I look like I'm delivering Krusty Krave donuts or what?" Here are some of your best lines:

Let's go over this one more time: You are NOT supposed to amuse cars on racetracks! —*Drake Dugan*
 I wasn't a driver, I don't know how to get a Green Turbo in Super Mario Sunshine. —*Jim Davis*
 Take my dad's mobile crisis out for a drive—what was I thinking? —*Andrew*

Your cops should make up your mind! Yesterday you took away my driver's license, and now you want me to show it to you! —*Late Williams*
 Sure, they must have been going FAST to keep up with me! —*Crashie #3*
 Yes, I am in hot pants, but is that a CRIME? It's not! —*Shamal*
 Cap? Do you know how fast you were going?
 Driver: 20 mph... no wait, there were two zones. —*Robbie Patten*
 Do you have any Gray Poupon? —*James Walker*
 Get back, or the dam! GETS IT!
 Why are you pulling me over? The guy in first place is going way faster than me! —*Alan Channing*
 What should I do now, Miss Quiry? —*Andrew*

Koel

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Scott,
Wal-Mart Customer

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THE LORD OF THE RINGS

THE TWO TOWERS



One Game to Rule Them All

So you're a Lord of the Rings fanatic. You read the J.R.R. Tolkien books so many times that the covers fell off. You waited in line for days to see *The Fellowship of the Ring*. You ran out and bought the limited-edition four-DVD set. But now, Electronic Arts and the Nintendo GameCube are about to take you farther into Middle-earth than you've ever been. In *The Lord of the Rings: The Two Towers*, you're not just reading or watching the story—you're living it!



Violence

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My Precious Game

The Lord of the Rings: The Two Towers precisely follows the plot of the film by the same name and totally immerses you in the world. The film's director, Peter Jackson, was involved in the game's development from the beginning. His guidance—along with a very talented design team and the powerful GCN—helps make the game a true cinematic experience.



All the in-game music is taken directly from Howard Shore's Academy Award-winning score, and it sounds spectacular.



While most of the game focuses on the story of *The Two Towers* (including Faramor's quest and the battle at Helm's Deep), the opening levels let you relive your favorite scenes from *The Fellowship of the Ring*.

Deceiving Looks

Nearly every level begins and ends with actual film clips that dissolve into or out of a game play sequence. Often, the change is so subtle (and the graphics are so outstanding) that you won't even notice the transition. Take a peek at the following screen shots and see if you can tell which are from the film and which are from the game. (We'll tell you which are which in the article's conclusion.)



The Producer Speaks



Nintendo Power had a chance to interview Todd Arnold about *The Lord of the Rings: The Two Towers*. Todd is a senior producer at Electronic Arts who has worked in the industry for 10 years.

NP: Did you work closely with the film's design team?

Todd: Very closely. From the start of production we enjoyed a close, collaborative relationship with the filmmakers in New Zealand. The filmmakers are incredibly passionate about *The Lord of the Rings*, and this enthusiasm extends to the video game. They really embraced what we were doing and provided access to everything imaginable—early cuts of the film, lighting (cont.)

The Fellowship

You can play through almost every mission with one of three heroes—*Arwen*, the Ranger; *Legolas*, the Elf; or *Gimli*, the Dwarf. Every character has a unique fighting style, which makes each level a new and exciting experience.



Legolas

Elves were one of the original races of Middle-earth, and many creatures (including the fearsome Orcs) are direct descendants of the first Elvish class. Legolas's skill with his bow is legendary, and he is the best long-range attacker in the game. He's no slouch at melee combat either, and he's the only character who can wield two weapons at once.



As an Elf, Legolas possesses a natural speed and grace that is missing from humans and other races. He who has an unenviably long life span—though the Dark Lord of Mordor will have a thing or two to say about that.

Arwen

Arwen is the last descendant of a long line of heroes and heir to the throne of Gondor. Fearless and bold, Arwen is a good character to choose when playing for the first time. He is equally skilled with both sword and bow, and his defensive skills are unmatched.



Arwen is also known as Strider in some parts of Middle-earth.

Gimli

Gimli is the strongest member of the fellowship, and what he lacks in speed he more than makes up for in toughness and ferocity. His distance attack is a thrown handaxe. The handaxe is not as fast as a bow, but it's Gimli's skill in hand-to-hand combat that makes him a feared combatant.



Gimli and Legolas have a long-running feud over who can play the most Orcs. With Gimli's axe behind you, you should have little trouble winning the bet.



Fight for Middle-earth

The Lord of the Rings: The Two Towers is an action-RPG, which means that you'll do a whole lot of fighting and gain experience points based on your skill with the blade or bow. You can use your experience points to purchase new moves and attacks, better armor and more powerful weapons. There are four possible scores in a level: fair, good, excellent and perfect.



You'll fight Orcs, Goblins, Cave Trolls, Uruk-Hai and more in your quest to destroy the One Ring. Even Saruman, the wizard who betrayed Gandalf, makes an appearance.



Some levels are linear, but others drop you into the middle of a wide open area with enemies sneaking from all directions.



Once you've completed a level, you can go back and replay it at any time using your powered-up characters. It will be nearly impossible to earn perfect scores in some areas unless you return with better moves and equipment.

Secret Treasure

There are so many extras in The Lord of the Rings: The Two Towers, you might think you've popped in the DVD by mistake. You can unlock interviews with actors who lent their voices to

the game (including Viggo Mortensen, Elijah Wood, Ian McKellen, John Rhys-Davies and Orlando Bloom), artwork, movie stills, secret missions and more.



In one of the interviews, Peter Jackson discusses his vision for both the films and the game. There's also a making-of video that shows how many aspects of the video game came together.



There's even a secret playable character waiting for you at the end of the game. Who could it be?



samples, digital materials direct from their special effects pipeline, motion capture data, sound effects, unprocessed sound track material, and more of photography of the sets, costumes and actors.

NP: What was the most difficult aspect of development?

Todd: Video game development is incredibly complex. Making

efficient use of a large number of resources at the same time—and coordinating all the moving parts to generate high-quality output—is the most difficult part. Take a look at the credits list in *The Two Towers* and you'll know how big our team was. Larger team sizes make communication breakdowns more likely. In addition to the software development—which included teams from EA and two external developers—we needed to integrate New

Line Cinema—into the process so the game would look as much like the films as possible.

NP: Did you work with Peter Jackson?

Todd: Peter has been a fantastic partner. He aided the production of the games on many different levels. It's important to understand two things about Peter—he's a video game nut, and he's passionate about everything that pertains to the films. He

views the EA games as an extension of the film fantasy. Therefore, he made it a priority for himself and his organization to help us whenever possible.

NP: How did you decide what approach to take with the games?

Todd: For the first release of the product line, we wanted to focus on the most memorable and intense action (cont.)

A Plan of Attack

Now that you have had a taste of the game, we're going to take you through the missions that the game draws from *The Fellowship of the Ring*. The rest of the game takes place in the time of *The Two Towers*, but you'll have to wait until next month for strategies of those amazing battles—including the storming of Helm's Deep!



The Basics

Each character has strengths and weaknesses. First-timers would do well to start out as Aragorn, as he is the most well-balanced of the bunch, although Legolas is also a decent option. How you play through the missions is up to you. You

can either play with a single character until you beat all of his missions, or complete each level with all three characters before moving on. If you like, you can also mix and match the above options to keep yourself on your toes.

Aragorn



Aragorn's strength lies in his sword. He can shatter enemy shields with a Fierce Attack and take out most smaller foes in three or four hits. When upgrading Aragorn, your first purchases should be *Ironwax Shield* and *Brandy Attack*. *Isildur's War Rush* and *Isildur's Judgment*.

Legolas



To control Legolas effectively, you must become proficient with the bow. *Ironwax Shield* (the I button to draw your bow and aim the *Ground Shot* to cycle between targets), but you need to keep your distance. Buy the *Force of Colossal*, *Ring Attack* and *Mirkil Arrows* when you can.

Gimli



Gimli has a powerful swing, but he's slow and somewhat cumbersome. If you like to wade into battles without hesitation, however, he's definitely the character for you. Concentrate on upgrading Gimli's talents by purchasing *Ball's War Rush*, *Ball's Judgment* and the *Wrath of Morn*.

Prologue-Mt. Doom Battle

Long before the events in *The Lord of the Rings*, Middle-earth went through a period known as The Second Age. During that time, Sauron—the Dark Lord of Mordor—forged the One Ring and used it to wage war on Middle-earth. The Second Age culminated in a fierce battle at the foot of Mt. Doom. During the battle, a man named Isildur (a direct relative of Aragorn) cut the Ring from Sauron's hand and ended his reign of terror. As *The Two Towers* begins, you will relive the fantastic battle and play as Isildur.



Speed the Sword



When the mission begins, Orcs and Goblins will attack in droves. Use your *Speed Attack* by rapidly tapping the A button when you're low on enemy. You don't have a lot of room to maneuver, so stay close to the top of the screen. For a good score, try to hit Orcs as they pour out of the mountain. If they attack you, use the B button to parry.

A Fierce Battle



Sometimes a shielded enemy will attack you. You cannot harm an enemy who carries a shield, so you'll have to destroy it. Use the *Fierce Attack* (Y button) to smash a foe's shield to splinters. The *Fierce Attack* has two parts—swinging and a downswing—and you must double-tap the Y button to connect with both.

Weathertop

The second battle takes place on the mountain called Weathertop. The Hobbits (Frodo, Samwise, Merry and Pippin) left the quiet town of Hobbiton thinking they would meet Gandalf in the town of Bree—but he had been waylaid by the evil wizard, Sauron. Luckily, Aragorn was there to take command of the party and lead everyone to safety. As the level begins, a crowd of Ringwraiths has trapped Aragorn and the Hobbits.



Strike Fast



You can play only as Aragorn in the Weathertop level. You are armed with a sword and a torch, and you'll need both. Use the *Fierce Attack* to strike at the Ringwraiths and set their robes on fire.

Fire with Fire



Occasionally, your torch will go out. When it does, run to the fire in the center of Weathertop and use the *Fierce Attack* to drive your torch into the flames and relight it.

Watch for Frodo



At one point, a Ringwraith will strike Frodo. It is part of the story and you can't prevent it. Keep an eye on him the rest of the time, however—he can be hurt and even killed by other attacks. If you see nothing but *Fierce Attacks* and keep the torch lit, you can earn an easy perfect score.

moments from the first two films. One of the core challenges we faced was how to build a great game that satisfied both gamers and mainstream fans of the films. We solved this problem by making the game mechanics accessible and intuitive, but layering them in a way that requires players to utilize the deeper and more advanced systems to be successful in the later missions. We are very proud of the effort. We believe that we've crafted a project that delivers a fantastic game experience for

the hard-core gamer and exceeds the expectations of anyone who loved the film. Future EA games based on *The Lord of the Rings* will expand that focus—including deeper adventure and RPG elements.

NP: What was the biggest surprise?

ToDD: One of the biggest surprises, and it was a pleasant one, was how successful the film-to-game transitions ended up

being. The goal of the transitions is to give players the feeling that they are really playing the movie. These were technically quite difficult, and until the game was nearly complete, we couldn't tell if our goal would be achieved.

NP: Any funny stories about the actors?

ToDD: A couple. When we scheduled Elijah Wood (Frodo) for his voice-over session, we were told he was incredibly busy and

we'd have very little time to get the work done—maybe an hour. Before the recording even started, Elijah was allowed to play an in-progress version of the game. Two hours later, we had to tear him away from it so we could move on to his voice-over. Also, one part of the script for Orlando Bloom (Legolas), John Rhys-Davies (Gimli) and Viggo Mortensen (Aragorn) included a number of grunts and screams that play back in-game when that character takes damage or (cont.)

Gates of Moria

After the Fellowship assembled and set out for the land of Mordor, it was forced to pass under the mountains by way of a mine called Moria. Before the adventurers could reach the mines, however, they had to clear a number of Orcs and Goblins from their path—as well as a terrible, multientacted creature known as The Watcher. The Gates of Moria is your first opportunity to play with Gimli and Legolas, but you should run through it with Aragorn first to learn the ropes. Below, we've listed strategy for all three characters. The Watcher battle is the same with every character, so we cover it only once—in Aragorn's section.



Finish Them



With Aragorn, stick to your sword in the early part of the level. Enemies will usually attack from in front and behind, but not in overwhelming numbers. Any time you knock a foe to the ground, stand over him and use the R Button to finish him off. (The R Button is a finishing move for all three characters—and it's available.)

The Watcher



When The Watcher moves its tentacles in the air, use the R Button to parry. After you knock three tentacles aside, they will stand in the air and wave about. Run into the water and slash one tentacle, then use your distance attack (Arrow or Knife) to attack the head's head. Repeat the pattern until you defeat it.

Target Your Enemy



Any time Legolas is in the open, have him attack with the bow. He can carry twice the number of arrows as the other heroes, and his projectiles do more damage. Concentrate on eliminating enemy archers first—especially those who fire flame arrows—then move on to the others. You'll know that a character is targeted when you see a white dot over his head.

Elven Blades



Sometimes you'll want to put the bow aside and use Legolas's dual blades. Any time an enemy attacks from behind or gets the drop on you, take him out with cold steel. There is also a few narrow passageways where arrows are difficult to use. Run through quickly until you face open ground.

Close Range



Your biggest enemy as Gimli is enemy firearms. The Dwarf has the weakest bow-range attack, and it's easy to get fendered with arrows while you're concentrating on nearby foes. When you see an archer, run as close as you can to him and use the R Button to parry his arrows. Once you're near his feet, hit him with a handaxe or spear.

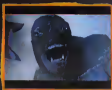
Point of Order



Gimli is in his element in this level, but he lacks all speed can make it difficult to get a perfect score. Your score is determined in part by how many enemies you attack in a short period of time. Since there aren't a lot of foes around, it can be hard for Gimli to rack up the points. Consider coming back after purchasing some upgrades—especially improved handaxes.

Balin's Tomb

After entering the Mines of Moria, the party found that hordes of Orcs and Goblins had destroyed the Dwarves who used to live there. Chased through the mines by the foul creatures, the party made a last stand at the tomb of Balin, the Dwarf king. As the mission begins, you'll have to fight off wave after wave of enemies. If you survive the initial onslaught, they will bring in reinforcements—A Cave Troll. Like The Watcher, the plan for fighting the Cave Troll is essentially the same with each character, so we will cover the bulk of the strategy only once—in Aragorn's section.



Shields Down



Use the Force Attack to shatter the shields of oncoming foes. For a high score, stay by the front entrance and attack enemies as they enter the room. The sheer number of enemies makes it difficult to use your finishing move. Unless you have a clean shot, wait for your feet to stand up rather than trying to knock them while they're on the ground.

The Cave Troll



Wait for the troll to swing its club, then strike with a Force Attack (powerful only, not downward). Retreat and it swings the club again, then attack once. After a bit, you'll come onto a ledge during a cut scene. Hide behind the pillars and fire arrows at the beast. When it swings its club, run to a different part of the ledge and keep firing. Look for green red and red patterns that restore health.

Back to the Wall



As Legolas, stand with your back to Balin's Tomb and fire at creatures as they enter the room. You can take out a lot of enemies in such a manner, but sometimes you'll face a shielded foe. When that happens, take him out with a Force Attack, then run back to the tomb and counter-attack. If you can lay on arrows, look for more in the room's corner.

Bow Me Over



Though the single Force Attack will wear down the Troll quickly, Legolas is strong enough to keep his distance and attack with arrows only. It will take a bit longer, but it's much safer than raising the Cave Troll and trying to avoid its massive club. Though Frodo will often scream for help, don't worry—he can take care of himself.

Axe Me Later



Gimli is the weakest character as Balin's Tomb, mostly because he has to use handaxes to finish off the Cave Troll. In the initial stages, concentrate on taking out enemies with the Speed Attack, using the Force Attack only when confronted with a shield bearer.

No One Tosses a Dwarf!



Sometimes a Goblin will attack while you're on the ledge fighting the Cave Troll. Take the annoying creature out with a couple of one swings, then return your attention to the Troll. Holding the L Button will almost always target the Troll—even if it is off camera—as don't be afraid to throw some at the corner of the screen.

des. Of course, when we asked them to perform those lines, each actor started saying things like "Legolas doesn't feel pain!" or "Aragorn can't die!"

NP: What, in your opinion, makes a video game fun to play?

Todd: All fun games boil down to a simple activity. That activity first needs to be intuitive or easy to get into. Right from the

start, there must be a positive feedback loop that rewards the player and encourages repetition of the core activity. Next, it needs to provide variety so it doesn't get boring. Finally, the core activity must be complex enough that its mastery is rewarding to the player.

NP: Thank you very much!



There and Back Again

There's plenty of action and excitement yet to be had, and you haven't even seen some of the classic scenes from *The Two Towers*. By the time you are reading these words, the film should be hitting movie screens—but if you want to relive the adventure over and over again, there's no better way than on the GCN. Oh, and the comparison sheet on page 42! All the screens on the right-hand side are taken from the game.

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THE NEW ZELDA PAK LINKS TO THE PAST AND CONNECTS TO THE FUTURE—WITH TEAM-BASED DUNGEON-HACKING!



Here, there it's time to gather 'round and hear a tale that will defy your wildest expectations of what's possible with linked Game Boy Advance systems. On the same Pak as A Link to the Past, Four Swords features dungeons designed exclusively for multiplayer busting, plus a level generator that changes the game every time you play. The system randomly selects a huge dungeon setting, then fits in a midroom part—that is, a particularly evil challenge—to create one of countless wicked dungeons!



EQUIPPING FOR MULTIPLAYER

Four Swords is an adventure for two to four players, each outfitted with a Game Boy Advance Pak. To join the party, every player after the first must connect with a Game Link cable.

LEVEL GENERATION



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A VORTEX OF STAGES

COOPERATIVE QUEST FOR KEYS

To defeat Vanti for good, you must complete three quests. Each quest has four stages, and in each stage (the Sea of Trees, for example) you'll have to beat two levels then defeat a boss. When you exit a stage, the Great Fairy will award each player a key if your team has collected enough Rupees. Collect 3,000 Rupees in the first quest to earn Silver Keys, a total of 3,000 Rupees in the second for Gold Keys, and 5,000 Rupees in the third quest for Heroic Keys. The final quest is far longer than the others—when you reach Vanti's Palace, you must finish four times as many levels and bosses. But when it's completed, you will have vanquished Vanti for good!



QUEST STAGES:

SEA OF TREES
TALUS CAVE

DEATH MOUNTAIN
VANTI'S PALACE

COMPETE FOR GREATER GLORY



The team must gather Rupees collectively to earn keys. But heroes must not competitively. In the Great Fairy will award a Medal of Courage to the player who collected the most Rupees in each stage.

SEA OF TREES

Brimming with overgrowth and swimming with sylvan evils, the Sea of Trees puts teamwork to the test. You'll struggle through misty forests and savage glens, or maybe you'll encounter valleys filled with hungry predators, clearings that are tangled up with penates or dense woods that hide treasures. The Sea of Trees ebbs and flows with change!



MOW FASTER THAN YOUR FRIENDS

If you're waitin' sleep in a chair, snore a spit stick in a hole, or a wide circle in a hole. You might uncover Rupees hidden in the underbrush—and put yourself ahead in the Rupee rankings.



WRESTLE WITH THE RUPESLIKE SNAKES

If Rupees appear in a little of snakes, keep your distance. When you touch them, you'll transform into your rival snakes that try to ensnare you in their coils. If you trip up, bug a friend to back you free.



DIVE FOR SUNKEN TREASURE

When swimming in ponds and rivers in the Sea of Trees, dive deep as you paddle along—you may bump into submerged Rupees. In the battle for Rupee domination, every Rupee counts!



A GAME OF TAG WITH THE WRAITH

The Rupee Wraith hides in chests. If you're the unlucky victim who breaks the creature, it will chase you and hunt Rupees. Teach nearby players to get the worth off your back.

SEA OF TREES BOSS



Players must strike the boss's head when it's color matches a hero's tunic. Then two players must pull off cooperative ends of the boss's veins to reveal a colorful hat. The two heroes whose tunic match the colors must strike the hat.

TALUS CAVE

Devilish forces breed, change and conspire in Talus Cave's dark depths. Probe its caverns once—you may pierce a monster-infested mine. Probe it twice—you could stumble across a constellation of chasms. You may never know its true depths, however, no matter how often you breathe its rock walls. Talus Cave has tectonic-shift tendencies.



UNDER PRESSURE TO COOPERATE

When you encounter a pressure plate, assemble your whole team on the spot. Near constant weight will activate the switch. The benefit will be permanent—you won't need to remain on the spot.



CLOSE QUARTERS ON PLATFORMS

Before platforms marked with arrows float in the direction of the arrow that a player steps on. To crowd all players onto the platform, have one hero "dive" while others stand on corners.



FLIP SHELLED CRITTERS WITH SHIELDS

Shelled critters will spread rooms, trying to damage you with their spikes. Throw your shield in front of your body or knock over—the critters will ricochet and flip onto its back, completely vulnerable.



VOLLEY THE WINGED FIENDS

When a winged creature is caught in its curl into its shell. One hero must push or end throw the box. It will try to fly, opening a new vulnerability. A second hero must stand in its path and strike it.



SEVERAL SHOULDERS TO BOULDERS

Throughout the Talus Cave, you'll run into dead ends blocked by boulders and other obstacles. Assemble your whole team on the spot and either show or split the object out of the way.



FORECASTING INVISIBLE RICHES

You can tell where chests will appear out of thin air—if you push the right switch or defeat the right foe—by using the enemies etched into the floor. Keep a closer eye than your friends do!



DON THE GNAT HAT TO MAKE ICE NICE

The floors of Talus Cave are frequently coated with slippery ice. To maintain your footing, slip on the Gnat Hat and use its power to shrink. You'll be able to navigate the ice without slipping.



BOMB THROUGH CRACKED PARTS

Three bombs at cracked Moles to blow through chasms. You can detonate the bombs early by pushing A. When throwing bombs, watch out for enemies who might be near the blast zone.

TALUS CAVE BOSS

Only through teamwork can you defeat the big winding "doc, brown" Talus Cave Boss. First, free the boss by chipping at out of its ice prison. Then use the Pegasus Shoes to dash into it and push the foe into the wall to freeze it. Hack it a lot of its prison again. Repeat until the boss transforms into its true self.



HACK AT THE FUSES

After the boss changes form, you'll face a tedious creature. Each player must strike the bulb that's colored the same as his or her team. But only other players can see your color on the board, so players should speak up when they see a color.

DEATH MOUNTAIN

Death Mountain holds caves so cavernous that lava flows freely through its tunnels. You'll face searing obstacles, lakes of magma and legions of fiery foes that torment your every step. Its chambers are as changeable and unpredictable as an inferno, so beware false confidence. Death Mountain lives up to its name—you may be buried inside forever.



WHITTIC THROUGH WALLS

You can destroy some walls with enough tinkling, sloshing and smashing. You can tackle such walls as a single respect, but the work will be much faster when you assemble the team.



FIVE-ALARM ANTS IN YOUR PANTS

Seven bees open flames that will light your pants on fire. The flames will go out, but you must run around until they do. Run into a corner to avoid looping onto bees.



MAGNETIC GLOVES, DAREDEVIL MOVES

To cross lava lakes that are thickened by webs, one player should slip on the Magnetic Gloves, activate its pull to control another player's position, then draw the player safely over the lava.



IMPEDE CENTIPEDES WITH CHAIN LINKS

The centipede will untangle speed willy, which makes striking its weak spot—its head—difficult. Prevent it from escaping by surrounding the centipede or cornering it in a doorway.



FRANTIC PINBALL WIZARDS

Some blocks will spit out a shower of Ropes for a short time if you run into them. To maximize the bounty, see how should bounce around the blocks while the others collect the jackpot.



UNMASK FIENDS WITH THE GLOVES

The creatures that wear metal masks are asgh invulnerable while they've got their face gear on. Use the Magnetic Gloves to push the mask away, then rush in and attack with your sword.



BOOMERANG DISTANT SWITCHES

Many switches and Ropes are on the other side of impossible obstacles such as walls. Hurl your boomerang to activate the distant switches and gather hard-to-reach Ropes.



TAG-TEAM THE GELATINOUS MASS

If you avoid the jellyfish blob by yourself, the creature will almost instantly regenerate. Surround the creature with multiple heroes. Then stink the food down to nothing before it can heal.

DEATH MOUNTAIN BOSS

Death Mountain hides an incendiary monster that erases everything in its path. The boss, an all-time nemesis, will hit and spew fireballs, which are easy to endure if you raise your shield. To extinguish the threat, you'll need to turn the fireballs against the monster.



COLOR-CODED COMBAT

When the boss splits a fireball, the color-matched player must meet the fireball's end. After the boss takes damage, it will spew fireballs that change color after the flaming refs are hit. A second hero must then meet the hot point at the boss.

VAATI'S PALACE

Only adventurers who hold the proper keys—Silver Keys during the first quest, Gold Keys during the second and Heroic Keys during the third—can enter Vaati's Palace. The mage's stately keep levitates among the clouds, and contains the most threatening bosses of all. Furthermore, its terrifying halls change like the wind.



IT'S A LONG WAY DOWN (FOR MOST)

Some walkways are tenuous; they can be crossed only if the player's tunic color matches the tiles. To cross again, players who can walk part of the way must carry and throw players in a distant safe spot.



BLAZE A TRAIL THROUGH THE AIR

Balloons that make walkways appear are often on the other side of chasms. Usually, only one player will be able to grab—then that player must step on the button.



PERSIST AGAINST PUZZLING AREAS

You can reach all areas—no matter how unlikely it seems. You may need to use weapons while other players are other kinds of gear.



PASSING BY CONSPIRING COLORS

To cross a series of colored walkways, one player looks at the first colored tile; most carry a second player who matches the next spot to the end of the first line, then throw that second player.



START THE FIREWORKS

To defeat a bunch of enemies, you must first push it with your sword. Then two enemies must swing their swords together while standing next to the first—the spark will light the bomb's fuse. Steer clear!



LEAVE FRIENDS IN THE DARK

To get ahead of another player, blind him or her when there's treasure nearby. Pick up a gem, then throw it at your friend. If you are perfectly the get will fall into the hero's hand and all will go dark.



LEAD THE PACK WITH BOWWO

You can sic the BowWo—half pet, half weapon—on some foes, but it's more preferable to let it ignore enemy. Instead, BowWo will chase them down for Rupees they gobble the gems.



WHEN FLOORS ATTACK

The tiled floors of Vaati's Palace often rise into the air and fly at passersby. When you wander into such a zone, stick together and duck at the like as a team. The idea won't leave a chance.

VAATI: THE WIND MAGE

Taking the wind out of Vaati's sails permanently will require you to battle through Four Swords thrice. To beat Vaati for the first time, hurl bombs into his vortex. When a bomb nears Vaati, he'll blow it away. After several hits, you may think you've won the bomb away. After several hits, you may think you've won.



SHOWDOWN **AMP**

Vaati quickly returns with a vengeance, tougher than before. He'll throw the wind magic at you, keep two lightning bolts in your mind, and strike with lightning unless you watch Vaati's attacks.

THE LINK BETWEEN ZELDAS

Four Swords and A Link to the Past feature a surprising synthesis. Goals you achieve in one game can affect your character and events in the other game. Any sword moves you unlock in A Link to the Past will transfer to Four Swords. And by achieving specific goals in Four Swords, you can unlock major new dungeons and new quests in A Link to the Past!

THE BEAM ATTACK

You'll learn to throw energy from your sword after you acquire the Master Sword in A Link to the Past—and that's just one of several amazing sword moves that you'll earn by completing quest objectives. It's a great way to show other players in Four Swords that you're the most battle-tested Link of the lot.

MASTERING THE BEAM ATTACK



To acquire the Master Sword in A Link to the Past, you must collect three magical pedestals in the Light World. When you possess them, enter the Lost Woods and search for the true Master Sword among the many fakes. When you climb the blade, you'll learn the Beam Attack.

THE SECRET DUNGEON

Imagine what would happen if the most difficult bosses from dungeons throughout A Link to the Past got together to throw a lethal party in your honor—that's how difficult the huge new dungeon is. It's located within the Dark World pyramid, but only major heroes can enter.

PALACE OF THE FOUR SWORD



To prove that you've got the resolve to battle in the Palace of the Four Swords, you must defeat Ganon in A Link to the Past and reveal his true identity in the Silver Key quest. Then you can pass by the dungeon bomber who stands just inside the mysterious new hole in the Dark World pyramid.



OLD FIENDS & NEW
The bosses have sided up. You can't defeat them in the same way you did in previous adventures. From such losses you'll win a special blade. And when the blades are combined, you'll come face to face with four new surprising bosses.

THE RIDDLE QUEST

Prove that you're a go-getter by scraping together more Rupees than other players in Four Swords—if you do, you'll unlock the riddle quest in A Link to the Past. The Lumberjack will ask you to fetch something for him. You'll have to go to the Lost Woods in A Link to the Past, fetch all of the items. He'll teach you the Hurricane Blade trick and stock your humble home with 100 curiings.

HACKING INTO THE LUMBERJACK QUEST



After you've won 10 Medals of Courage from Four Swords, approach the Lumberjack next to the Lost Woods in A Link to the Past. You will need to have the Hurricane Blade. He'll give you the quest to fetch 100 curiings. You can find all three items early in A Link to the Past. Once you're fully supplied, speak with the Lumberjack to begin the quest.



Last month, Nintendo Power tracked Link to the first major milestone of his adventure in A Link to the Past. He'd just defeated the sorcerer, Agahnim, who in turn had transported Link to the top of a rather serious and stark-looking pyramid in a new world.

BEFORE THE DARK

CATCHING UP, HEADING OUT

By the time you battle Agahnim, you'll own the Magic Mirror, which enables you to return to the Light World. If you haven't yet collected all possible magic items, take a few detours then begin your quest in the Dark World.

SAVE UP FOR ZORA'S FLIPPERS



Before you leave the headquarters of the Light World cave—with all of its aquatic beasts—save up 500 rupees. Then you'll have enough to buy Zora's Flippers from the aquatic creature that rules the waterways.

UPGRADE AT THE FOUNTAIN OF HAPPINESS



Once you can stand in deep water using Zora's Flippers, splash your way into the waterfall that's not far from the Light World gateway. In the waterfall cave, throw your shield and inventory into the water. A Great Fairy will enchant them and make each one much stronger.

NAVE THE BOTTLES



Bottles are essential gear for escape tactics. You can keep them, return or health-replenishing bottles in them. Then are in Kakariko Village—one at the southeast, the other inside the inn. The third is under the bridge.

SEE NO EVIL!



To reach the first Dark World dungeon, jump off the pyramid and head west to the twisted hedge maze. Inside the maze, you'll meet a monkey that will be of great help in finding—and entering—the Dark Palace.

THE DARK WORLD MAP

Link's quest is far from over. The hero must plunder seven dungeons to find seven crystals, each of which contains a maiden. Our strategy leads you through three dungeons and helps you locate valuable items between dungeons—you'll need to use the Magic Mirror to reach the items noted as Light World treasures.



DARK WORLD MAP KEY

- Pyramid
- Entrance to Hedge Maze
- Dark Palace Entrance
- Haunted Grove
- 1/2 Magic Power (Light World)
- Bombon Metallica
- Sewer Police Entrance
- Magic Cape (Light World)
- Extra Ingan (Light World)
- Shell Woods Entrance
- Shell Woods—Boss Entrance
- Thieves' Tower Entrance
- Crystal/Dungeon Locations

SWAMP PALACE

FREE THE SECOND MAIDEN

To enter the Swamp Dungeon, first enter the pond ruins in the Light World and drain the pond water. When you enter the Dark World's Swamp Dungeon, you'll discover that water has filled the entrance—allowing you to swim through it and reach the first dungeon rooms. Use similar flooding and floating techniques to make your way through the dungeon. You'll earn the Hookshot and a crystal along the way.



1 FLOOD HALLWAYS

You'll need to open the floodgates in the dungeons to create swamplike areas—which will allow you to reach more rooms. Grapple switches will often help you reach new areas as well.



2 DOWN THE DRAIN

You can always slide both blocks to open paths to pits. Each one leads to a deeper part of the dungeon, so jump into one and continue your exploration. You'll need to come back to the room to loop into the other pit.

3 DEAD WEIGHT



Expose the switch that opens two doors by hating away the pot in the northwestern corner of the room. Then tug the statue onto the pressure-activated switch. Its weight will ensure that the doors stay open while you run out of the room.

FLOOR 1



FLOOR 1



BASEMENT 1



BASEMENT 2



4 ARRIGHUS

The Swamp Palace boss is covered with protective puffs. Use the Hookshot to pull off each one, then destroy them with your sword. When Arrighus is exposed, use your Whirling Blade technique against it until the behemoth falls.



THE MAGIC CAPE

ESCAPING FROM VIEW

One of the most mysterious magic items in A Link to the Past is the Magic Cape. When you wear it, you'll become invisible and be able to pass through some obstacles. Finding the cape is one of the hardest tasks in your adventure.

BURIED WHERE YOU'D NEVER EXPECT IT



Break into the stone pit inside the fenced area in the north part of the Dark World. Once inside the area, use the Magic Mirror to teleport to the Light World graveyard. You'll be standing near a tomb. Stand in front of it and use the Power Glove to open the sealed tomb.

CLAIM THE CAPE AND VANISH AT WILL



You'll find the Magic Cape in the tomb's depths. When you wear the cape, you'll disappear from view, which makes it easier to avoid enemies you don't want to fight. You can also drop the cape to walk through some obstacles unscathed. But once you drop your Magic Water supply,

MORE SIDE QUESTS

A MISCELLANY OF MAGIC

The further your quest takes you, the stronger your Life Gauge must be to tackle the challenges successfully. As you gain more magic items, you can find even more Pieces of Heart—and, while you're at it, more Rupees and the elusive fourth bottle.

REAP THE RUPEES—REPEATEDLY



Any time you need a wealth of Rupees, head to the south of the Light World and three miles inside the huge rock 1: find a stairway leading into the earth. You can plunder the subterranean thief's treasure again and again—he'll never turn you away.

HARD-WON HEART INSIDE DEATH MOUNTAIN



At the base of the west side of Death Mountain—in the Dark World—a sign hints at how to get a Piece of Heart from the nearby cave. Inside it, use the Hookshot to cross a chasm, then don the Magic Cape to pass through a brazier and approach the Piece of Heart.



THE OUTCAST HEART

Pay to play the chess challenge in the Village of Outcasts in the Village of Outcasts. The prize is steep: but one of the chests contains a Piece of Heart. To afford the game, plunder the two houses that each contain 200 Rupees—you'll need to break your way into one of the houses.

STRANGE STORY OF THE FOURTH BOTTLE



The fourth bottle is hidden inside of a chest in the Dark World. Use your Magic Mirror to reach the house directly east of the Village of Outcasts. Then approach the chest to make it follow you. As soon as you exit the house, use the Magic Mirror to teleport both you and the chest to the Light World. Then take the chest to the treasure room in the desert. It's actually a talented lookalike who will pay the client upon.



SKULL WOODS

You can explore Small Woods' tunnel system fully only if you discover all of the labyrinth's entrances in the woods. Once you acquire the Fire Rod, work your way to the western side of the woods—where Mothra hibernates.



The woods cover a massive tunnel network, and you'll need to navigate the foggy woods maze to find all of the tunnel entrances. Jump into pits—you won't take damage and you'll fall into another tunnel section.



The car reaches a secluded portion of the woods only via a specific path in the tunnels. When you emerge, find the same skull formation, then use the Fire Rod to burn away its spinal obstruction to gain entry to the final tunnel.



When enemies choke on gas and it's growing difficult to dispatch them all, haul out your Bombot Medallion and release explosive destruction.



Deep in the Skull Woods tunnel, you'll reach a dead end with a lever on the wall. Pull it to blow up the southern wall. You'll find the Fire Rod behind it.

The Wall Master will drop from the ceiling and try to grab you. If it succeeds, you'll be carried back to the nearest entrance. Listen for the Wall Master's falling sound.



Models spread energy—as try to stay north of its head. At the same time, spiked balls fly out from the walls and the liner shifts to knock you off your balance. Though your Five-Red will damage Models, strike at the winged creatures with your arrows and aimed to make greater headway.



100



More dungeons, more mayhem—in your quest toward A.I.1. to the Part's finale, you'll delve into more diabolical abstractions before you face your archenemesis, Ganon. Our strategy drops you off at the entrance to Thieves' Town in the Village of Outcasts. Rob them blind and equip yourself for the final fight. ♥



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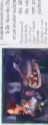
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GAME BOY ADVANCE



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METROID PRIME

primed for battle

The battle for the secrets of Tallon IV continues in part two of our Metroid Prime walk-through. Last month we took you all the way through the Weyr Beam upgrade, which was deep inside Phendrana Drifts. The next leg of the journey will lead you through the Space Pirate research laboratories and into the heart of their defenses. Before you go, take a moment to learn about the mysterious Chozo Artifacts—you'll need 12 of them to complete the game.

chozo artifacts

Before the Chozo abandoned Tallon IV, they scattered 12 Artifacts around the landscape. If you can find every one, you can use them to unlock the Impact Crater—where the final boss is waiting.

[ARTIFACT TEMPLE]



Once you find an Artifact, you can place it in the Artifact Temple. To reach the temple, look for a blue door near the waterfall at the Landing Site. Jump up and walk behind the waterfall, then go through the door. You don't need to place an Artifact each time you find one; just save them up and place them all at the end of the game.



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super missile

The road to the Super Missile begins and ends in Phendrana Drifts. Head to an area called the Ruined Courtyard. To reach it, fire a Missile to drop the stalactite in Ice Ruins West, then use it as a bridge to reach a purple door. The Ruined Courtyard is behind the door.

[SPIN TO WIN]



There are two Spinner Devices in the Ruined Courtyard. The first opens a series of water pipes and the second activates a Morph Ball Star. After you use both Spinner Devices (roll into them and press the B button), go up to the Morph Ball Star and drop a Bomb. The water level will rise.

[TINKS A LOT]



The rising water will create a series of platforms you can use to leap to the structure in the middle of the room. As you jump, look for a small hole at the far end of the room. Roll through the hole to turn on Energy Tank.

thermal visor

The next upgrade lies deeper inside the Space Pirate labs, so keep moving through the new area. There are plenty of blue, orange and red computer screens in the area. If you want to fill the Flare Data section of the Log Book, scan everything you see.

[FLYING PIKES]



When you enter the Control Tower, take out three Space Pirates then look to the alien. A band of Flying Pirates will swoop in and attack. Use Super Missiles to take them out in one hit. If you're low on Missiles, use the Wave Beam—but watch out! Incoming Flying Pirates tend to crash-land, which can cause extreme damage.

[TAKE A STATION BREAK]



After you get the Energy Tank, make the water rise once and jump to the structure. When you reach the top, turn left, then go through a blue door to find a Save Station. Next, go back to the structure and leap to another blue door to enter the Space Pirate labs. You'll find a Map Station on the side of the next room.

[PLANETARIUM PROGRESS]



When you reach an area called the Planetarium, you'll have to fight off a gang of Space Pirates. When they are no more, drop Bombs on a Morph Ball Star on either side of the room, then activate four Spinner Devices to turn on the projector. The Super Missile upgrade is on a small platform at the top of the room.

[EXPAND YOUR MIND]



There's a Missile Expansion inside Research Lab Another. Jump up to a platform and use the Morph Ball to roll across it. You can also find an Energy Tank inside one of the vents along the walls.

[THERMAL VISOR]



When you enter the Research Core, you'll have to deal with a group of enemies. Move from floor to floor, scanning as you go. When you reach the last floor, scan a final panel and locate the Thermal Visor. The lights will go out and Morphs will attack. Use Super Missiles to take out the janky Morphs.

spider ball

The next upgrade on your list is the Spider Ball. But before you'll be able to secure the magnetic sphere, you'll have to fight your way back through the Space Pirate labs—in the dark. Use your new Thermal Visor to shed a little light on the subject and clear the area.

[YOUR CORE CONCERN]



The door at the top of the Research Core will lose power when the lights dim. Use the Thermal Visor to find a round hole, then shoot it with the Wave Beam to restore power to the door. You'll have to bottle Shadow Pirates first.

[STRONG ARM THE WIT]



On your way back, stop at Research Lab Hydra and look at the walls on the top floor. Scan them until you find one that's weak. Then blast it with a Super Missile. When the wall falls, you'll be able to pick up another Missile Expansion for your growing collection.

[THE GOOD IS RUBB]



When you enter the Rubbed Goryard, jump to a door under an inverted V-shaped structure. Blast the open with a Super Missile. Then use the Thermal Visor and Wave Beam to power the door.

[SPEEDY SAMUS]



There's only one path to the Spider Ball, and you'll have to drop into Morph Ball form to reach it. As you descend through a bonfire-lit tunnel, Pulse Bombers will drop explosive charges on your head. Use the Boost Ball to zip through the tunnel without taking damage.

[THARDUS]



The Spider Ball leads to a narrow rock crevice called Thardus. Use the Thermal Visor to find a glowing weak point, then blast it with the Wave Beam or Super Missile. When the Thermal Visor overloads, switch back to the Combat Visor and shoot at the glowing blue area.



You'll need to repeat the pattern multiple times. Occasionally, Thardus will chuck blockers at you. Use the Wave Beam to blast the flying rocks, or just dash out of the way. To dash, lock on to Thardus, tap the B button and move the Control Stick left or right.



[SERVE ME!]



More Study than not, you'll be better off using the Thermal Visor. Use the Spider Ball to roll up the back of the rock at the room, then take the elevator down to Magmoor Caverns. There is a Save Station behind the blue door. Make sure that you save one Missile during the Thardus battle—you'll need it to enter the Save Station.

wavebuster

The backtracking path to the Wavebuster is long and treacherous. Trek through Magmoor Caverns to claim an Artifact, then grab a couple of Missile Expansions from the Chozo Ruins. You're going to need a lot of Missiles to get the Wavebuster, so return to Samus's ship if you're running low.

[CHOZO ARTIFACT]



Go to the Monitor Station and activate the Spiner Device on the top floor to raise a bridge. Jump across the bridge, then walk to a blue door. The new room is called the Warrior Shrine, and it contains a Chozo Artifact.

[TREE-MENDOUS]



When you return to the Main Plaza, let a large tree near the entrance—jump up and entered the room until you are on a platform facing the tree, then blast it with a Super Missile to reveal a Missile Expansion. Spring near to the new hole to claim the prize.

ice beam

The familiar sound of frozen Metroids is music to a bounty hunter's ears. But before you can get your freeze on, you'll have to claim a new Arm Cannon upgrade—the Ice Beam.

[WHEGGER!]



As you pass through the Pumped Spa, curl into Morph Ball form and jump into the fountain. A shower of water will propel you into the air. Hold it to grab on to a Spider Ball Track, then roll along the track until you find another Missile Expansion.

[HIGHER AND HIGHER]



Go to the Gorkening Hall and jump up and entered the room until you are a mile or two higher. Stay on top of a red light fixture, then spring up to a higher platform. If you drop a Bomb, you'll have some extra time to grab a Missile Expansion. Once you get it, continue to the Furnace, then roll up the Spider Ball Track there.

[WE'LL SHINE ON]



Go to the Morph Ball Shrine and use the Boost Ball to rocket up the ramp and spend it in better form. One side of the ramp holds a Missile Expansion, and the other holds a Spider Ball Track that leads to the Wavebuster.

[WAVEBUSTER]



In the Tower of Light, jump to the middle of the room and look for four cracked blocks—one on each side of the room. Blast each block with three Missiles to make an oval in the tower collapse. Jump up to the next level and repeat the process until you can reach the Wavebuster.

[CROSSING THE WARY]



In the Crossway, blast a wall hanging with a Super Missile. Scan the four hanging to open Spider Ball Tracks, then boost up to the tracks and drop Bombs to the Morph Ball State. Finally, ride up a moving piston to reach a Missile Expansion.

[CHOZO BOWLING]



Grow the Hell of the Brawl, fight the Chozo Ghost, then roll into the golden ball and shoot it with the Wave Beam, then let the statue bowl you again. Walk to the Reflecting Pool and drop a Bomb in the bottom of the pool. Use the Boost Ball to speed to the next level, then drop through a door and grab the Ice Beam.

gravity suit

There's a Save Station across from the Ice Beam room. Use it, then roll through a tunnel to an elevator. Take the elevator to the Tallon Overworld, then head back to Phendrana Drifts and use the Spider Ball Track in Maymoor Caverns South—the room behind where you fought Thordan.

[EASY FREEZE]



Explore the new areas and you enter a room called Frosty Pike. Drop to the very bottom of the room (underwater) and climb up and you find a purple door. Go through the door and enter the Frost Core. You'll find Hunter Marowak in the cave—take them out with an Ice Beam blast followed by a single Missile.

power bomb

The Gravity Suit lets you move through water as if it were open air. After you obtain it, you'll need to enter the crashed Pirate Ship that you encountered at the beginning of the game. Go back to Tallon Overworld, head for the Frigate Crash Site and look for a white door.

[A WATERY HIDING PLACE]



Once you drop into the water in the middle of the Frigate Crash Site, look around for a Missile Expansion. It's much easier to find with the Thermal Visor. Once you get it, head to the far side of the pool, then climb out and look for a white door behind a stack of crates. The door leads to the deserted Pirate Ship.

[POWER ON]



Most of the doors inside the deserted ship have lost power, so you'll need to restore the power. Use a combination of the Thermal Visor and the Wave Beam to charge the electric devices, but be sure you have room for obtaining Aquatic Prizes.

[ENERGY TANK]



Near the end of the ship, you'll enter a room called the Hydro Access Tunnel. There is an Energy Tank at the very top of the tunnel, and you must bomb your way up to it. Drop in a Bomb, then let it explode and carry you upward. Jump before you reach the top of the pump, drop another Bomb. You may need to practice a few times, but don't leave without the Energy Tank! You won't come this way again.

[A LONG TREK]



Turn off a Gravity Suit, you'll have to make some adjustments. Look out to see what's there. Missiles to power them off. You'll have to find the Gravity Bomb both in Frost Cave and Hunter Cave. From Hunter Cave, walk through to the Gravity Chamber and look for the Gravity Suit upgrade. It's easier to find if you use the Thermal Visor.

[THAT'S A BIG GUN]



In Phazon Mines, go through the following rooms: Main Quarry, Mine Security Station and Elite Research. At the top of Elite Research, use a Spinner Device to move a gate, then access a computer to fix it. The left-hand rock wall hides a Missile Expansion.

[TRACKING DEVICES]



Inside Ore Processing, drop one Bomb in the Morph Ball Slot on the bottom floor, roll to floor two and drop two Bombs, then return to the first floor and drop three Bombs. Take the red track to the next area.

[POWER BOMB]



Go through the following rooms: Elite Central Access, Elite Central, Labyrinthine Shaft and Central Dynamo. Once you hit Central Dynamo, destroy it. Climb down with the Wave Beam, then roll under the floor. Search through an electric maze to find the Power Bomb upgrade.

grapple beam

Drop one Power Bomb at either end of Central Dynamo, then walk through the far door and save your game. Afterwards, head back to the large device in the middle of Ore Processing to earn the Grapple Beam.

[GREEN FOG RISING]



There is a weak metal grating at one end of the Venturian Shaft. Drop a Power Bomb there, then roll down the new hole until you find a Beam Pistol. Use a Bomb to remove the poison gas from the first before starting out to move on Lower Tons. Grab the tool and make for Ore Processing.

[GRAPPLE BEAM]



As soon as you enter Ore Processing, turn right and jump a large gap. Place a Power Bomb near the pit of molten lava. Drop two Bombs into the Morph Ball Slot. Drop down one level and place three Bombs, then drop to the bottom and lay one Bomb. Roll up the yellow Spider Ball Track to find the Grapple Beam.

x-ray visor

The fourth and final visor can be yours if you are clever. To reach the X-Ray Visor, leave the Phazon Mines and enter the Great Tree Hall. Before you exit the mines, however, take a moment to grab another Artifact.

[CHIZO ARTIFACT]



Go to Elite Research and drop a Power Bomb near the crooked tank. A Phazon Elite will emerge. Wait for it to raise its arms over its head, then shoot it in the face with a Super Missile. Once it's gone, grab the Chizo Artifact inside the tank.

[HALPUPE HOOTENANNY]



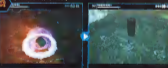
Leave the mines and go to the Great Tree Hall. Roll up a Spider Ball Track, then drop and look for a door. Go through the door, drop a Power Bomb to enter the Life Grove Tunnel, then roll through. When the camera switches to a side view, look for a halpupe. Climb up and down until you land on top of the halpupe, then drop a Bomb to wake a life-size Larpinette. Afterwards, continue on your way.

[X-RAY VISOR]



Drop into the Life Grove via the tunnel, then look for the X-Ray Visor in the middle of the room. Once you have it, plant a Power Bomb next to the wall to start your way from the top, out of Power Bombs, eliminate the creature, bringing down the wall to exit area.

[CHIZO ARTIFACT]



A Chozo Artifact lies waiting in the Life Grove. Roll through the water until you find a round, black one. Drop a Bomb there to reveal a Spinner Device. Roll inside the device until a bridge forms, then run across the bridge to find the new Artifact.

the end of the beginning

It's been a long, hard battle, but you're not even close to the end! There are still tons of Missile Expansions, Artifacts and Energy Tanks waiting to be found—not to mention a few more

upgrades for the Power Suit and Arm Cannon. Use the new visors to search every nook and cranny of Tallon IV. Good luck! You're going to need it.



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ATARI

CLINT, 40, AND FORD, 49, MADE THEIR FIRST LOOK AT BOND'S CASES OF LACRIM LONDON—THEIR FIRST FOR THE NINE-EPISODE SEASON.

With the creation of *Shogun*, American people were finally able to explore lands far beyond their own. Sales would return home with awe-inspiring stories about exotic lands and tribes beyond their wildest imaginations. As well, people took to the streets with hopeful dreams, and the hunger for exploration grew. Merchant ships set up trade routes between the newly discovered cities, bringing about in a new way of life. With tales of long-lost treasure and the temptation of wealthy merchant ships, or pirates appeared. Air port developed two factions—the cruel, predatory Blue Finties, who steal from any ship in the sky, and the valiant Blue Rogues, who hunt for treasure and steal only from the tyrannical Imperial Armada. From the Blue Rogues' legacy comes the story of Vyne—a brave, young Blue Rogue—has best friend Ada, and the amazing story of his voyage.

Yuse and Aika begin their journey alone but soon meet many friends to aid them in their quest. Through their victories and hardships, the lives of the characters become intimately intertwined. Relationships form, battles are unwielded and trust grows. With a strong loyalty to each other and to their cause, Yuse, Aika, Fina and the countless friends they make fight for the freedom of Arcadia and those they love. The raging heroes will face many enemies as they battle the Valuan Empire's ruthless forces, but a Blue Rager never gives up.

Friends may come and go, but Vyns, Aka and Fins are always together. Joined by fate, the trio face its destiny together and move ahead.

A person in a purple and green costume is seated on a throne, surrounded by ornate decorations and floral arrangements. The person is wearing a purple top and green pants, and is holding a small object in their hands. The throne is made of wood and is decorated with gold and red. The background is a wall with a patterned design.

As Vyse, Allen and Fries search Acadia for the six ancient Maderian Crystals, they meet many strange and wondrous people in distant lands.

The people of Astoria are almost as colorful as the sea means. Each person you meet has a unique personality, style and sense of humor.

A Blue Rogue's life is often difficult—enemies lie around every corner. From the Imperial Astraldrift to Black Pirates, many will try to stop you.

For each of Arcadia's six moons, there is a unique culture and land. Arcadia's six kingdoms are formed from island clusters where people have built cities, temples and fortresses. Having access to an airship is a must for traveling in Arcadia—the sky is the limit, literally. Upgrade your airship with an array of cannons, armor and other accessories to protect against hostile ships.

Arcadia is vast and beautiful. With an airship at your disposal, you can easily travel to the far reaches of Arcadia. One of the things influences life in each land.



Experienced players
driving around the
hard outline where
they're trapped. As
you explore the world
of Arcadia, more land
will appear on your
worldmap.



A valiant Blue Rogue with a noble heart and a fierce spirit, Vyse yearns to see the world with his own eyes, loves adventure, and is unfalteringly loyal to his friends.

All battles in *Slices of Arcadia* legends are turn-based, but the battle details and strategies are unique. Vype and friends will encounter enemies on land and while flying the skies in their slink. Each character has a weapon type that he or she alone can use, but all of them can infuse their weapons with any colored Moon Stone the party possesses. Through battle, the party builds up a reserve of Spirit Points that the characters use to cast spells and perform powerful S-moves. Spirit Points are as the battle rages and as party members focus. Characters gain experience toward their levels and toward the type of magic their weapons are infused with. It is how characters learn new spells.

As Vysc, Aika and the rest of the Blue travel the world, they'll encounter creatures and people. Through our battle, you'll defeat enemies in ancient ruins, palaces and lands to grow in strength and progress further in your quest.



Aboard their vessel, a skilled crew of air pirates is unstoppable. Valiantly flying the Blue Rague flag from their mast at all times, Wyse and friends enter battle with Black Pirates, the Imperial Armada and any other enemy airships that dare cross their path.

Hyse's best friend since childhood, Aika is a headstrong, spirited girl with a kind heart and steadfast determination. She'll follow Hyse to the end of the world and back.



Sites of Arcadia Legends features a large number of fun side quests that enrich the main story. An epic quest to find the lost city of Atlantis—discovers hidden treasure every corner. Take a break from your quest to hunt down mischievous Black Pines, search Arcadia for new world discoveries, meet new friends, build a crew for your ship and more!

Sites of Arcadia Legends features a large number of fun side quests that enrich the main story. An *arcadia* is a place of beauty, discovery and excitement—discoveries lurk around every corner. Take a break from your quest to hunt down nefarious Black Pines, search Arcadia for new world discoveries, meet new friends, build a crew for your ship and more!

On a recent stormy day, the Sailors' Guild will put a lower rig on the hull of a vintage—only infamous Black Pirate. Any fool brave enough to sail down the congested inlet and across the bay will drive them away or return to the Sailors' Guild for a handsome reward.

First, a popular little companion, Cagil, loves to eat Clams (Gross! Gross!) and Lugs will grow and evolve from eating Clams. When Lugs smells a Chrysalis nearby, the creature bounces and chirps its excited intent—your clue to search the area.

Lens which unbles Vysc to see 1000ft. Dec will ask you to catch Moonfish to feed Maria's pet bird (bring Moonfish back to Dec to receive special treats)

The Seland's Daid will pay for information about any world discovery you find. You'll make your travels. Michael Arcadio is still excited, and he's not getting away from his eyes. adventures. Your compass will spin wildly when you're near a potential discovery.

GREEN MOON
You build the Green Moon Shown. Green Moon Shown. Red Moon Shown is weak against Blue and Purple Moon attacks. The Purple Moon attacks the Purple and Silver Moon Shown. The Red Moon Shown is weak against the Purple Moon Shown. The Red Moon Shown is weak against the Purple Moon Shown. The Red Moon Shown is weak against the Purple Moon Shown.

RED MOON
You build the Red Moon Shown. Red Moon Shown is weak against Blue and Purple Moon attacks. The Purple Moon attacks the Purple and Silver Moon Shown. The Red Moon Shown is weak against the Purple Moon Shown. The Red Moon Shown is weak against the Purple Moon Shown. The Red Moon Shown is weak against the Purple Moon Shown.

BLUE MOON
You build the Blue Moon Shown. Blue Moon Shown is weak against Red and Purple Moon attacks. The Purple Moon attacks the Purple and Silver Moon Shown. The Blue Moon Shown is weak against the Purple Moon Shown. The Blue Moon Shown is weak against the Purple Moon Shown. The Blue Moon Shown is weak against the Purple Moon Shown.

YELLOW MOON
You build the Yellow Moon Shown. Yellow Moon Shown is weak against Green and Silver Moon attacks. The Silver Moon attacks the Silver and Blue Moon Shown. The Yellow Moon Shown is weak against the Silver Moon Shown. The Yellow Moon Shown is weak against the Silver Moon Shown. The Yellow Moon Shown is weak against the Silver Moon Shown.

SILVER MOON
You build the Silver Moon Shown. Silver Moon Shown is weak against Green and Yellow Moon attacks. The Yellow Moon attacks the Yellow and Blue Moon Shown. The Silver Moon Shown is weak against the Yellow Moon Shown. The Silver Moon Shown is weak against the Yellow Moon Shown. The Silver Moon Shown is weak against the Yellow Moon Shown.

On the right, a screenshot from the game shows a character in a blue and white outfit standing in a dark, rocky environment. The character is holding a glowing blue orb. The background is dark and atmospheric.

shy, soft-spoken girl whose background is shrouded in mystery. Pina is brave and purposeful when confronted, but she is also strangely naïve about the practices of everyday life on Arcadia.

Following their dream to see what lies beyond the sky, *Yona and Aka* set out with Fina, unaware of the incredible run they have set in motion. The possibilities of their West Coast journey to their critics, friends and family, but they never forget to have fun! An epic and (dramatic) tale unfolds in *Shoes of the Sun*! Join the incredible journey of *Yona and Aka*! Their extraordinary, and when humorous, depiction of many aspects that make the game an incredible experience. Stay tuned for detailed coverage of *Shoes of the Sun* legends in next month's issue of NR! ☺



slash

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POWER

PRIVATE

Harry Potter

AND THE CHAMBER OF SECRETS



House-elf Dobby's warning rings true this issue. "If Harry Potter goes back to Hogwarts, he will be in mortal danger." Join us as we guide Harry to school and closer to the Chamber of Secrets.

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ESRB
E
Violence

Passage to Diagon Alley

In last month's review of Harry Potter's GCN debut, Harry had gone one fireplace too far in a mishap with Floo Powder. He landed in Beogin and Burkes, a Knockturn Alley wizard's shop.

Before the shopkeeper knew that Harry was there, the young wizard managed to learn the Lumos spell and leave via a secret exit. Harry's adventure continues in Diagon Alley.

The School Year Begins

Harry is in Diagon Alley to prepare for his second year at Hogwarts School of Witchcraft and Wizardry. As you guide him

into the alley, you'll meet Mrs. Weasley and her daughter, Ginny, who has had her own problems with Floo Powder.

Things To Do

- Over the quill book.
- Find Ginny's Spellbook at the Leaky Cauldron.
- Find Ginny's god at Gringotts and Joke.
- Find Ginny's cousin at The Magical Menagerie.
- Buy a owl from Wee Wee's petting zoo.
- Go to the bookstore.

BUY A BOOK



Your first stop should be Flourish and Blotts. There you can purchase the Standard Book of Spells (Grade 2) for one Sickle. A quick read will teach you advanced spell casting. Use your new skill to break open small barrels with Filo and even Sickle.

Hagrid's HAUNT—THE LEAKY CAULDRON



When you try to grab Ginny's Spellbook, you'll fall through a trapdoor. Push a panel to secure the door. After you pass Fire Crabs and rolling barrels, push a box off a ledge and use it to climb to another ledge. When you return to the upper floor, you'll be able to grab the tape without falling.

COLLECT THE QUILL



Over Filo and the Magical Menagerie in Gringotts and Joke to open a passage to Ginny's Dark. Look for another passage behind one of the bookcases.

SNEAK TO THE SCALES



The shopkeeper at The Magical Menagerie will tell you that the store is closed. Use the Wall Break technique to slide him, then push a panel on the wall to unlock a door and find Ginny's Brass Scales on the other side.

PURCHASE A POTION



Once you have eight Sickle, buy a owl from Wee Wee's petting zoo. Buy a pepper Animagus and fill it with Wagonwheel Stomach Potion from a cauldron in the store.

Off to Hogwarts

After you collect Ginny's things, you'll return to Flourish and Blotts to meet the famous Gilderoy Lockhart. While Lockhart basks your ear with his adventures, Ron will inform you that

you've missed the Hogwarts Express. The only way that you can reach Hogwarts on time is with the Weasleys' flying car. The fight will end in a collision with the Whomping Willow.

Things To Do

- Rescue Ron.
- Meet Ron at the Hogwarts entrance.
- Go to the Gringotts entrance room in floor 2.
- Visit Fred and George Weasley's shop.

WATCH FOR ROOTS



As you make your way around the tree, use Filo and the Magical Menagerie to hit the main that pop out of the ground.

FILIPINO FINESSE



After you clear Filo and the Magical Menagerie out of the way and crawl through a small hole, you'll battle a band of Imps. Hit them with Filo and the Magical Menagerie, then break through a log barrier by casting Filo and the Magical Menagerie again.

LIGHT SPIRITS



Click a fallen log to an owl perch and get advice from Filo and the Magical Menagerie. Use Lumos to make the spirits talk.

IMP ALERT



You'll crawl through a hole in the floor and look for them among, then fill your vial and crawl through another hole.

ENTER HOGWARTS



Following a conversation with Professor Snape, you'll have a chance to explore the grounds. When you're finished, go inside.

GETTINDON!



Take the great staircase to the seventh floor and talk to the portrait of the fat lady. Hermione will stay in and tell you the password.

RESCUE RON



When the troll giant armika roots take a break from punching the ground or taking buildings, they'll show glowing spots on their robes. Hit the spots, then target the weak area behind Ron.

TRADE BEANS FOR GOODS



Ron will tell you about Fred and George's shop. Sneak past prefect Percy and speak to a small portrait. The painting will move aside and allow you to enter.

Day One

The main activity during your first day of school is Madam Hooch's Flying class. You'll meet Ron in the entrance hall then walk to the flying pitch for the lesson. If you manage to get a

good grade on the flying test, you'll earn House Points for Gryffindor. You can take the test as many times as you like. The best grade is a Distinction.

Things To Do

- Meet Ron in the entrance hall
- Complete a flying lesson with Madam Hooch
- Talk to Neville and challenge Hagrid's students to a wizard's duel.

TAKE TO THE SKY



The way that you move the broom initially will determine the overall outcome. Madam Hooch will give you a practice run then challenge you to a test. You must fly through as many enchanted rings as you can before time runs out. If you enter a ring, keep flying forward. It takes too much time to double back.

FUN AND MINGAMES



Whenever you catch up with Neville Longbottom, he'll challenge you to your choice of games—Gems, toadstap or racing. If you do well, you'll earn cards.

Night One

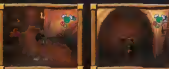
Neville has gotten himself stuck in a tapestry. When you reach the common room, Hermione will ask you to free Mr. Longbottom from the enchanted wall hanging. To do the job, you'll need

a new spell that you can find only in a greenhouse that Horklumps guarded. Before you take off for the greenhouse, you'll need a lesson in Horklump removal. You'll begin in the library.

Things To Do

- Find the Horklump book.
- Remove Horklumps from a greenhouse doorway.
- Find the Diffendobber charm.
- Release Neville from behind the tapestry.

PASS THE PERFECTS



The library is on the second floor. Enter the library once first and sneak past two prefects to the library door.

SMASHING READ



Afterward with Albus in the library entrance. Collect the book, then break glass panes for goodies inside.

LEAVE THE LIBRARY



The prefects are still in the library entrance. If they catch you, they'll cast Locomotor Mortis and send you back to the library.

HORKLUMP HEAVE



You'll find five Horklumps in front of a greenhouse door. Hit them with Filigree to make them shrink. Before they grow back, pick them up and toss them out.

DELIVER DIFFUNDO



Look for a book in the greenhouse. When you find it, you'll learn the Diffundo reversing charm. Activate it to a button.

LIT OUT LONGBOTTOM



After an incident on the second floor, returns to the Gryffindor common room and casts Neville out of the tapestry.

Day Two

On the second day of class, you'll finally see Gilderoy Lockhart in action as the new Defense Against the Dark Arts teacher.

After you learn the Expelliarmus spell, the lesson will end with a wizard duel against your rival, Draco Malfoy.

Things To Do

- Attend Defense Against the Dark Arts class on floor 5.
- Learn Expelliarmus.
- Attend Gilderoy's practice at the Quidditch stadium.

Fireball Volley



Captain the Gryffindor's fireball with Expelliarmus, then send them back.

Duel Draco



Reflect Draco's Filigree shot's with Expelliarmus, then cast Filigree at him.

EXPELLIARMUS OBSTACLE COURSE



Cast Filigree on wall panels to make steps pop out and spined bats emerge. Dodge the bats, then hit them with Filigree. Bring down a tapestry with Filigree, then cross the bridge, walk to step by covering ropes. When you find spinning balls, turn out seven their ropes to slow them down. Hit five Grains and converse with Filigree.

RING AROUND THE STADIUM



The switch creates a wake of magic rings in Quidditch practice. Fly through the rings as you choose, the switch around the stadium and take off at super speed when your broom's charge is raised out.

Night Two

Rumors of the Chamber of Secrets have piqued Hermione's interest. In your second night at Hogwarts, she'll ask you to

find a book that will spill the beans about the chamber's secrets. You'll find it in the library's restricted section.

Things To Do

- Enter the library.
- Get Hagrid's A History from the restricted section of the library on floor 2.
- Share Hagrid's the story of Hagrid's A History.

PERFECT PUZZLES



In the library, sneak, open the door to the right of the library entrance, then sneak past the prefects to the restricted section.

FOLIO FIGHT



As you climb the shelves and wall-spreads along narrow passageways, wait for books to fly away before you pass them.

HEDGING HELPS



In the upper chamber of the restricted section, you'll find an owl trait on one end and an owl perch on the other. Call Hedging to the perch and feed her the trait. She'll make a ladder drop. Climb up, then jump across the bookshelves to the Hagrid's history book.

THE BATTLE OF THE BOOKSHELF



After you select the book, you'll gain access to a new area. Once there, you'll face off with an animal bookshelf. Knock it over with your Filigree charm, then push a box to one end of a row of shelves, climb up and jump across to obtain the Shaggy spell.

ECTOPLASM EXIT



You can use the Sharge spell to dissolve the green, gooey ectoplasm that blocks your doors and passages. Use it to pass across to a roof where the two secret pass doors and the horcrux. Solve the ectoplasm, some legacies and push panels. After you push all of the panels, the horcrux will unlock.

+ BOOST, FIRE AND UNLOCK



When you reach the next blocked passage, push a box up against a ledge, climb up, clear a passage with Sharge and use Filigado to push a switch.

QUICK EXIT



You may be fast, but you're very close to the library's secret, crowd through a hole and drop into the library annex.

HISTORY LESSON



When you bring the history book to Hermione, she'll read it and tell you about the "horcrux" in the Chamber of Secrets.

Duel Gargoyle



Before you can open the door, you'll have to duel a Slytherin. Use Expelliarmus and Filigado.

Day Three

Your third day at school is a busy one indeed. You'll learn a new spell in Transfiguration class, turn rocks into birds, battle

another gargoyle and play in a Quidditch match against Hufflepuff, leaving almost no time to collect Bertrik Boers' Beane.

Things To Do

- Attend Transfiguration class on floor 5.
- Play in the Quidditch match vs. Hufflepuff at the Quidditch Stadium.

TRANSFIGURATION CLASS — QUEST FOR THE AVIFORS



Use Sharge to clear away blocking ectoplasm, and push two panels to open a tunnel to a central chamber like Sharge and Lances to move a block. Then climb the block to a hoist to the top of the central structure. Jump and Wall. Sneak around the room, blast another barrier and collect the spell.

BLOCKS INTO BIRDS



Use Anifors to turn two rocks into birds. The birds will land on their panels and give you a hint.

BUILD BRIDGES



In the main room, clear passages with Anifors and hit switches with Filigado to drop bridges.

Gargoyle Duel



Send the Gargoyle's shots back with Expelliarmus and blow it to pieces.

GRAB THE SNITCH



The outcome of the Quidditch match rests on your shoulders. Build your boost, then take off.

Night Three

Upset by Draco's growing disdain for students who don't have witches and wizards for parents, Hermione will recruit you to

discover what the slimy young wizard is up to. You'll need a disguise before you can approach him.

Things To Do

- Meet Hermione in the girl's bathroom on floor 2.
- Go to Draco Malfoy in the Dungeon.
- Meet Hermione and Ron in the girl's bathroom on floor 2.

POSSIBILITIES PLAN



Hermione is waiting for you in the girls' bathroom. She'll make you look like Draco's friend, Goyle.

IN THE DUNGEON WITH DRACO



When you catch up to Goyle, he'll fill you in on the Slytherin side of what's been going on in the Chamber of Secrets. After you're finished speaking with him, use stealth to sneak out of the dungeon.

Day Four

The main item on your agenda for the fourth day of class is to learn the Incendio spell in Charms class. As you have done in

other classes, you'll have to complete a challenging obstacle course before you can reach the spell book.

Things To Do

- Attend Charms class on floor 2.
- Play in the Quidditch match vs. Ravenclaw at the Quidditch Stadium.

INCENDIO EDUCATION



When you reach Professor Flitwick's Charms class, he'll challenge you to collect the Incendio spell. After you climb into the Incendio Challenge Chamber, you'll duel a gargoyle for entrance to another area, then duel two more gargoyle to open the passage to the spell. Use Expelliarmus to let them with their own shots.

START A FIRE, STOP A FIRE



Use Incendio on a stone urn to make a pillar crumble, walk down an open passage and hit a switch to extinguish a blocking flame. Return to the main room and raise platforms by using Incendio, then cast Filigado on two of the four staircases. Hop on the platforms and push a button to extinguish the flame in the room's exit hallway. Repeat the process on the other side to extinguish the entire flame, then leave.

The Chamber Awaits

The diary of Tom Riddle will turn the story to events from 50 years ago, when Riddle and Hagrid were students and the Chamber of Secrets was last opened. You're getting closer to understanding the chamber's mystery. You have a few more clues to find, two more Quidditch matches to play and one frightening night in the forbidden forest to endure. Then you'll be ready to enter the chamber and discover its secrets.



CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.



AT THE WAVE: THE CLONE WAVE HISTORY REMAINS—PAGE 87

KELLY SLATER'S PRO SURFER

GCN

▼ CHEAT TSUNAMI

RAISE A WAVE OF UNLOCKS AND SPREADING CHEATS.

It may be too cold to surf outside, but the water is fine in Kelly Slater's Pro Surfer. Activision's surfing simulator is swash with cool codes, including one that unlocks ubiquitous board-balancer Tony Hawk. Select the Extras entry from the ship cabin main menu, then choose the Cheats option. The cheat-entry interface is a cellular telephone, and every cheat is a 10-digit telephone number. After you enter a valid code, the telephone will flash the message "New Cheat Unlocked." Select the Toggle Cheat option to look at a list of your unlocked cheats and to toggle them on and off. Cheats start in the "on" position. You can turn them off by highlighting them and pressing A.

CHARACTER-UNLOCKING CHEATS

Four unlockable characters will ride the waves if you input the right digits. Two of them are fictional surf fiends—two are athletes from other sports in Activision's sports game fold. Every unlockable character comes with his own custom board, such as the Surftek's motorized board and Travis Postname's tricked-out flame board.

| CHEAT | RESULT |
|------------|-----------------|
| 312656247 | FRANK |
| 323555278 | TONY HAWK |
| 889554766 | TRAVIS POSTNAME |
| 930554282 | FRANK |
| 4465554766 | ALL SURFERS |



The tiki god is a monster on the waves. He has the best rental state of any surfer, including Kelly Slater.

The giants of surfing, hip hop and monster-sized mayhem all get code-breaking coverage this month. When we're not surfing with a tiki god, posing up with Busta Rhymes or busting buildings with Onyx, we'll unravel the mystery of frog abduct and give you one last code for Freekstyle.

434 EVO 2 075
ANIMAL CROSSING 004
FREESTYLE 005
SOCCER: DESTROY ALL MONSTERS MULEE 005
KELLY SLATER'S PRO SURFER 005

MLB SLUGFEST 20-03 005
AAA LIVE 2003 005
STAR FOX ADVENTURES 005
YOUR NAME: THE CLONE WAVE 005

STAT AND TRICK CHEATS

A handful of cheats affect your performance. With them, you can balance better, jump higher and pull off every trick in the book. The Balance code's effect is negligible, but the others work as advertised.

| CHEAT | RESULT |
|------------|-------------|
| 2105555721 | BALANCE |
| 2105554217 | HIGH JUMP |
| 3105554007 | HIGHER JUMP |
| 5265555043 | ALL TRICKS |
| 2105555776 | MAX STARS |

CAMERA CHEAT

Select the action from the eyes of a pro surfer by unlocking the first-person mode. After you enter the code, select the Camera Settings entry from the Options Menu, then choose the First Person Camera Mode. When you start a session, you'll see nothing but a sandy beach and curling water.

| CHEAT | RESULT |
|------------|--------------------------|
| 8775553823 | FIRST PERSON CAMERA MODE |

SUIT CHEAT

Every surf pro comes with his or her own unlockable personality suit—an alternate look at the surfer. Some of the changes are subtle. Some are silly. Some are strange. All of them show an aspect of the surfer's personalities.

| CHEAT | RESULT |
|------------|-----------|
| 7026552976 | ALL SUITS |

LEVEL CHEAT

You can sample every surf in the game by entering the All Levels code.

| CHEAT | RESULT |
|------------|------------|
| 3085554467 | ALL LEVELS |

MLB SLUGFEST 20-03

GCN

▼ CODEFEST 20-03, CONTINUED

CODES

CRAZY TEAM UNLOCKS READ A NEW LIST OF SLUGFEST CHEATS.

In Volume 166, Classified Information brought you six cheats for Madway's wild baseball game. Now we have 13 more. A large chunk of them let you turn your players into animals, as odd as that may seem. The MLB Slugfest 20-03 code-entry system is similar to that of other Madway games. After you select your teams and press the Start Button, you'll see icons at the bottom of the screen that are associated with each team. You can change the icons by pressing the B, A and X buttons. Press the buttons the number of times shown in the table below, then press the Control Stick in the indicated direction to trigger each code.

| B | A | X | DIRECTION | RESULT |
|---|---|---|-----------|-----------------------|
| 2 | 1 | 2 | RIGHT | SAGE TEAM |
| 2 | 1 | 1 | RIGHT | HORSE TEAM |
| 2 | 2 | - | RIGHT | LION TEAM |
| 2 | 1 | - | RIGHT | PINTO TEAM |
| 3 | 3 | 5 | RIGHT | TEAM TERRY FITZGERALD |
| - | 4 | 2 | UP | LOD BAT |
| 2 | 4 | 2 | UP | SUBMIT BALL |
| - | 4 | 6 | LEFT | MADE BAT |
| - | 3 | 2 | LEFT | MAXIMUM SPEED |
| 3 | - | 2 | LEFT | MAXIMUM BATTING |
| 2 | - | 2 | RIGHT | BIG HEAD |
| 2 | - | 2 | LEFT | TINY HEAD |
| 3 | 2 | 1 | UP | ROCKET PARK STADIUM |



No code collection is complete without objects that change the characters' head size. Slugfest has big head and tiny head codes.



Terry Fitzgerald is the president of Todd McFarlane Entertainment. In Volume 161, we revealed the Team Todd/McFarlane code (2 2 2 Right).



Three, two, one, blast off! The Rocket Park Stadium is a real launching pad, especially if you use Volume 167's Maximum Power code (0 2 0 Left).

AAA LIVE 2003

GCN

▼ HIP-HOP HOOPS

CODES

UNLOCK A STARTING LINEUP OF HIP-HOP STARS, LED BY BUSTA RHYMES. NBA Live 2003's new Freestyle control scheme works hand in hand with a freestyle music mix from a group of hip-hop artists who appear as free agents in Season Mode. All you need is the right moves to unlock them. Select the Roster Management option, then enter the Create Player interface. Choose the player's bio and enter in any of the key words listed below as the player's last name. After you input the name, a confirmation message will pop up to tell you that you have unlocked a player. You'll find the player in the free-agent pool. All of the unlockable players have high overall stats. Busta Rhymes, DJ Clue and Fabolous have ratings of 96 (out of 100), while producer Just Blaze rates a 91 and Hot Rod rates an 87.

| LAST NAME | UNLOCKED PLAYER |
|-------------|-----------------|
| FURPMORE | BUSTA RHYMES |
| MIXTAPES | DJ CLUE |
| GRIFF TIDAL | FABOLOUS |
| CALIFORNIA | HOT KARL |
| GOODBEATS | JUST BLAZE |



Select Roster Management, then choose to create a player with a key last name. You'll unlock a roster of stars in all of the seasons.

FREESTYLE

GCN

▼ CASH IN

CODE

THE SOMMONEY CODE UNLOCKS RACERS, TRACKS, BIKES AND OUTFITS. The Freekstyle code mansion has led to a final code—the one that unlocks everything! Select the Enter Codes interface from the Options menu and enter SOMMONEY as your code. A "Valid" message will confirm correct code entry. The code unlocks all racers, tracks, bikes and outfits for the single-event modes. It unlocks only outfits (for the default racers) in Circuit Mode.

| CHEAT | RESULT |
|----------|--|
| SOMMONEY | UNLOCK EVERYTHING FOR SINGLE-EVENT MODES |



One code does the work of many. After you enter the code, you can customize a single event any way you like.

▼ TOUGH SPOTS

ADVENTURE FOR UNCLE LUCAS GETS IN SOME STUCKY SITUATIONS ON DINOSAUR PLANET, BUT YOU CAN HELP HIM OUT OF THEM.

When we left Fox McCloud in Volume 16's Star Fox Adventures strategy review, he was leaving CloudRunner Fortress with the second of four SpellStones. As you guide Fox through his journey, you'll face many challenges. We're here to help you through some of the toughest ones.

ENTER OCEAN FORCE POINT TEMPLE

The second SpellStone belongs in Ocean Force Point Temple. You'll find the entrance to the temple in Cape Claw. After you collect a Fire Gem from a member of the LightFoot clan on the beach, climb up to a closed door near the large rock face and use your SharpClaw disguise to enter a chamber. Once inside, you'll find a switch that stops the waterfalls flow, which will give you access to a cave. Follow the current into the cave, drop down to a Krazoo Head statue and collect another Fire Gem. With both gems in hand, climb the walkways on the exterior wall to an open entrance. You'll find two Krazoo Head statues and a door in a large chamber. The door won't open immediately after you place the Fire Gems into the statues. Something else has to happen first. Hit a switch in the back of the room to make a pillar drop to floor level, tell Tricky to stay on the pillar, then hit the switch again to make the pillar and Tricky rise to the top of the room. Tricky will find boulders on the wall. Have him bump them to expose a hole. Sunlight will shine through the hole, enrage the Fire Gems and cause the door to open.

After you traverse a tunnel, you'll find a large room that has a closed gate. Hit a switch with your Fire Blaster to make the water level rise, then swim through a side passage to a bumblebee lair. Burn it, push a block up to the main chamber and hit the switch to lower the water level. Then push the block onto a gate-opening floor panel.



After you put the Fire Gems into the Krazoo Heads, use a pillar to hit Tricky to the ceiling and have him burn a bumblebee. Light will pour into the room.



When you reach the chamber with the locked gate, raise the water level, swim and push a block into the water. Then use the block to open the gate.

OCEAN FORCE POINT TEMPLE INTERIOR

After you get past the electrified pencils inside the Ocean Force Point Temple, activate the warp pad and warp to another part of the temple. You'll reach a series of rooms that have an overhead vent system. In the third room of the series, you'll find a closed portal and a switch on the wall. Hit the switch to lower the water level in the room, then drop to the floor and hit another switch to open the portal. Next, use the SharpClaw disguise to open a door that exposes a large block. Push the block to the ledge that is across a gap from the first switch, then climb up, jump and hit the switch to make the water level rise.

After you use Krazoo Spirit statues to douse fires and open another portal, you'll reach a pit that has a slidable block and a maze-like series of walls. You must use Fire Blaster shots to slide the block into a target area without making it hit an outside wall. Start from the side opposite the entrance and blast the block six times while walking around the pit in a counterclockwise pattern. When the block slides into place, a Rocket Boost Pad will activate in the first room of the series, giving you access to a path to the room where the SpellStone belongs.



When you reach the pit, slide the block into place using your Fire Blaster. With the block in place, you'll be able to rocket up to the vents.

THORNHILL HOLLOW—SAVE THE EGGS

An adventure in LightFoot Village will lead you to the Krazoo Tent of Fear and a trip to Krazoo Palace, where you will put another Krazoo Spirit in its place. In Thornhill Hollow, a dinosaur will ask you to save her eggs from thieving creatures. When you enter the egg chamber, a timer will begin to tick down and creatures will appear from four holes. If you can keep the creatures from leaving with the eggs during the allotted time, you'll earn a staff upgrade. At first, you'll manage fine by attacking creatures with your staff. When the creatures come more frequently, use Ground Quake to defeat several creatures at a time.



You must keep the creatures from leaving the chamber with the helpless Thornhill's eggs. Use Ground Quake to fight off multiple egg thieves.

WALLED CITY—RIVER RUN

When you reach the Walled City, your first task will be to light the sun and moon beams to access King EarthWalker's chamber. After you talk to the king, cross the river, collect the Ground Quake upgrade and talk to four EarthWalkers along the shore. Each EarthWalker will point you to a torch, which you can light with a shot from your Fire Blaster. After you have lit all of the torches, a series of magic rings will appear in the water. The course begins near the Arroyo. When you drop into the water and swim through the first ring, a timer will pop up and start to count down. As you swim through more rings, you'll earn more time. If you reach the end of the course before the timer runs out, you'll earn the Silver Tooth Key.



When the magic rings appear, leap into the water and start swimming. After you swim through the first two rings, don't left to catch the third.



When you go over the waterfall you'll have a chance to run on solid ground, but you'll make better time if you let the current carry you.



After you swim under the bridge, don't right and run on land. Line up with the left side of the next ring and jump back into the water.



Arrive for the left side of the ring in deep water, then make your way to solid ground and run. Dive through the last ring and swim on to the key.

WALLED CITY—REDEYE RAMPAGE

A Life-Force door blocks a structure on the hill, on the far side of the river. The door is connected to the nearby RedEye population. Use your upgraded Ground Quake to knock the RedEyes to the ground, then hit the beams with Fuel Barrels. When all of the RedEyes are gone, the Life-Force door will disappear and you will have access to the Gold Tooth Key.



Defeat the RedEyes, then collect the Gold Tooth Key from the building on the hill and use it (along with the Silver Tooth Key) to open the boss's room.

WALLED CITY—REDEYE BOSS

The boss of the Walled City is a huge RedEye, who is much too easy to knock over with a Ground Quake. You'll find cages in two of the chamber's corners. Use a Fire Blaster shot to open one of the cages, and enter to find a Fuel Barrel. When you hear the RedEye boss approaching, step onto a pressure plate to cause an electrical surge in the hallway. When the boss walks into the current, it will drop to the ground. Run to the fallen boss and hit it with the Fuel Barrel, then run. Every time you hit the boss, the pressure plate will get closer to the electrical equipment that causes the current, making the boss drop at your feet. After you hit it with one last Fuel Barrel, Fox will hop onto the creature and remove the third SpellStone. You have one more SpellStone to collect in your effort to save Dinosaur Planet.



Hit the switch above a cage in the corner, then enter the cage and grab a Fuel Barrel.



Zip the RedEye boss with an electrical surge, then hit it with the Fuel Barrel after it drops to the ground.

▼ BLOCK-ROCKIN' CHEATS

CALL UP A MODIO CODE INTERFACE AND GAIL IN MONSTER CODES

Before you destroy all monsters, you can enter any of several cheat codes to make some giant-sized changes in Godzilla's GCN building-buster. At the title screen, press and hold L, then R, then X. Next, release B, then R, then L. A cheat-code-entry interface will appear. The codes are six-digit numbers. Change the first digit by pressing Left and Right on the Control Stick, then press A to move on to the next digit. Repeat the process until you have entered all of the numbers—a loud Godzilla roar will confirm correct code entry. A lower, quieter rumble of a roar would indicate that you have entered an invalid code.



At the title screen, press and hold L, R and X in that order, then release B, R and L in order again. The cheat code interface will appear.

MONSTER UNLOCKS

Normally, you would have to play through the adventure to unlock monsters one at a time, and you would have to complete the game with all monsters to unlock Orga. Two six-digit cheats do all of the work for you. Key them in, then choose your monster.

| CODE | EFFECT |
|--------|---------------------------------|
| 959324 | UNLOCK ALL MONSTERS EXCEPT ORGA |
| 262412 | UNLOCK ORGA |

MOOD CODES

When Godzilla debuted in the mid-'50s, many movies were shown in black and white or had vibrant, better-than-life color. Two graphic modes, unlockable through codes, exploit both of those color schemes.

| CODE | EFFECT |
|--------|-------------------------------|
| 951034 | ACTIVATE TECHNICOLOR MODE |
| 567583 | ACTIVATE BLACK-AND-WHITE MODE |



Technicolor Mode gives the game a little more '50s-style.



Check out Black-and-White Mode for some old-school flair.

CODES

POWER CHEATS

The codes that affect game play more than any others are the ones that give monsters more strength, health and energy. Some codes are player-specific. The codes that apply to Player Two also affect computer-controlled monsters.

| CODE | EFFECT |
|--------|---|
| 511912 | PLAYER ONE BECOMES FOUR TIMES MORE POWERFUL |
| 870480 | PLAYER TWO BECOMES FOUR TIMES MORE POWERFUL |
| 308929 | HUMAN ARMIES DO FOUR TIMES THE DAMAGE |
| 677251 | ENERGY REGENERATES INSTANTLY FOR PLAYER ONE |
| 629576 | ENERGY REGENERATES INSTANTLY FOR PLAYER TWO |
| 953963 | ENERGY DOES NOT DEGENERATE FOR PLAYER ONE |
| 432877 | HEALTH REGENERATES FOR ALL MONSTERS |
| 845840 | PLAYER ONE HAS INFINITE RAGE |

CHARACTER-CHANGE CODES

You can make the monsters invisible or relatively small with a group of novelty codes. If you shrink your monster, it'll be as powerful as a large monster but a smaller target.

| CODE | EFFECT |
|--------|--|
| 796022 | ALL MONSTERS BECOME INVISIBLE |
| 435113 | PLAYER TWO'S MONSTER BECOMES INVISIBLE |
| 568675 | PLAYER ONE'S MONSTER SHRINKS |
| 677834 | PLAYER TWO'S MONSTER SHRINKS |

ENVIRONMENT CHANGES

Without the benefit of a special code, you can pick up and toss only very small buildings and rock formations by pressing the A and B buttons simultaneously. After you enter the code, you'll be able to lift large objects, too. Another code makes objects impervious to attacks, but you can still pick them up and throw them.

| CODE | EFFECT |
|--------|--|
| 758287 | MONSTERS CAN PICK UP ALL OBJECTS |
| 727122 | BUILDINGS AND OBJECTS ARE INDESTRUCTIBLE |

GAME-ELEMENT CHANGES

You can give yourself more lives in the adventure, remove the bars and icons at the top of the screen or do away with power-ups by entering three different cheats.

| CODE | EFFECT |
|--------|---|
| 260618 | GET 11 CHANCES TO CONTINUE IN THE ADVENTURE |
| 943253 | REMOVE INTERFACE ELEMENTS |
| 775886 | REMOVE POWER-UPS |

MISCELLANEOUS CODES

Some codes defy categorization, but their descriptions speak for themselves.

| CODE | EFFECT |
|--------|----------------------------------|
| 913963 | ADD SMOG TO THE AREA'S PERIPHERY |
| 126542 | DISPLAY CREDITS |

STAR WARS: THE CLONE WARS

▼ INSTANT BONUSES

UNLOCK A HUNDRED OF BONUS MATERIALS, SCORE BONUS OBJECTIVES INSTANTLY AND EARN MORE EXTRAS WITH FORCE-FRIENDLY CODES.

The latest Star Wars adventure from LucasArts includes scale of bonus materials. By entering any of several codes, you can unlock many of the bonus materials or earn other extras that are not part of the bonus materials. Select the Bonuses entry in the Options menu, then choose Codes and enter in any of the codes listed below. Correct code entry will trigger a sound effect and a confirmation message.

COMPLETE OBJECTIVES

Every mission has three bonus objectives. The more bonus objectives you complete, the more bonus materials you will unlock. The YUB YUB code gives you credit for completing all of Mission 1's objectives instantly. It is the only code to include a space between words.

| CODE | EFFECT |
|---------|---|
| YUB YUB | COMPLETE THE FIRST THREE BONUS OBJECTIVES |

UNLOCK MOVIES AND PHOTOS

After you complete all of the campaign missions in a location, you'll be treated to a cut scene that advances the story. You can replay the cut scenes that you've already viewed (along with trailers for two other LucasArts games) by selecting the Movies entry in the Bonuses list. The CINEMA code unlocks all of the scenes automatically. If you complete any bonus objectives, you'll unlock a concept-art sketchbook as part of the bonus materials. If you enter the SAWCHEESE code, the sketchbook will include two development team photos.

| CODE | EFFECT |
|-----------|--------------------------------|
| CINEMA | UNLOCK ALL CUT SCENES |
| SAWCHEESE | UNLOCK DEVELOPMENT TEAM PHOTOS |

UNLOCK MULTIPLAYER FEATURES

Four of the game's 14 multiplayer scenarios are unlockable bonuses. One code unlocks all four scenarios at once. Another code makes the bank droid a playable character in the Geonosis Jedi Academy scenario.

| CODE | EFFECT |
|-------------|---|
| FRAGHESTIA | UNLOCK FOUR BONUS MULTIPLAYER SCENARIOS |
| ROGUE4ROGUE | UNLOCK THE BATTLE DROID IN GEONOSIS |



The Geonosis Academy scenario features characters on foot.



The unlockable battle droid attacks with a blaster.

4X4 EVO 2

▼ JUMP-START YOUR CAREER

EARN INSTANT CASH, MISSIONS AND TEAM TRYOUT INVITATIONS. Normally, when you begin a career in 4x4 Evo 2, your options are limited and your funds are low. By entering three different codes on the Press Start title screen, you can begin a career with a good head start. After you enter a code, a tone will confirm correct entry.

INSTANT CASH

The standard starting bankroll for a career is \$100,000. By entering a code, you will be able to begin with \$1,234,567. Once you have qualified for one of the racing teams, you'll have enough money to buy one of the souped-up, team-specific vehicles.

| CODE | EFFECT |
|-----------------------|----------------------|
| X.X.Z.Z.X.X.Z.X.X.X.Y | AMASS A BIG BANKROLL |



Give yourself a cash infusion at the start, then go shopping. You'll be able to afford a vehicle that will give you an advantage over the competition.



TEAM QUALIFICATION

You'll need a good racing reputation before any of the racing teams will invite you to join their qualifying events. If you enter the Ace Reputation code, all nine teams will be willing to give you a trial. Select Team from the Racing menu, then choose your team and begin qualification.

| CODE | EFFECT |
|-----------------------|------------------------|
| X.X.Z.Z.X.X.Z.X.X.X.X | EARN AN ACE REPUTATION |



Your good reputation will earn you an invite to any team qualifier. If you finish first place, you'll make the team.



MISSION STATEMENT

When you're not racing, you can take on a driving mission to advance your career. If you've entered the mission code, you'll have 10 missions to choose from at the start.

| CODE | EFFECT |
|-----------------------|---------------------|
| X.X.Z.Z.X.X.Z.X.X.X.Z | UNLOCK ALL MISSIONS |



PlayStation 2



www.puremindedragon.com

▼ FENG SHUI FINESSE

MASTER THE ART OF FENG SHUI TO GIVE YOURSELF GOOD LUCK

Animal Crossing incorporates feng shui into home furnishing. Orange feng shui items belong near the north wall. Red items belong near the east wall. Green items should be close to the south wall, and yellow items fit nicely near the west wall. If you put the feng shui items in their proper places, you'll have better luck when you dig up money. Instead of finding only 1,000 Bells from places in the ground that radiate light, there is good chance that you will find 10,000 Bells. Orange, green and yellow feng shui items also add to your item-collection luck. Animals will be more likely to give you items and Redd will be more likely to sell you rare items. Some items intuitively fit into a color designation (the Green Bench, for example), but other items are not quite as easy to pigeonhole (the Orange Cone is a red feng shui item). Many items don't figure into the feng shui scheme at all, even though their designs incorporate feng shui color schemes. Special feng shui items contribute to your money- and item-collection luck no matter where they are in your house. The following tables show all feng shui item designations.



Several NES games are red feng shui items.



Many plants have green feng shui designations.



If you practice good feng shui, there's a strong chance that your money collection and item-collection luck will increase.

SPECIAL FENG SHUI ITEMS

- | | | |
|--------------------|----------------|------------------|
| • ANGEL TROPHY | • HINAWINDY | • POST MODEL |
| • AUTUMN MEDAL | • MUSIC MODEL | • SAMURAI SUIT |
| • BIG FESTIVE TREE | • LUNG TROPHY | • SPRING MEDAL |
| • BRACASHA | • MANOR MODEL | • TANABATA PALM |
| • FESTIVE TREE | • MAILBOX | • TISSUE |
| • FISHING TROPHY | • MARIO TROPHY | • TREASURE CHEST |
| • G LOGO | • MISTY BANK | |

SEND YOUR CLASSIFIED INFO TO
CLASSIFIED@NINTENDO.COM

ON MAIL TOPIC TO NINTENDOPOWER.COM CLASSIFIED INFORMATION
P.O. BOX 17500 PORTLAND, WA 97217-5750

ORANGE FENG SHUI ITEMS (NORTH)

- | | | |
|--------------------|----------------------|-------------------|
| • CEMENT MIXER | • OIL DRUM | • SPOOKY LAMP |
| • DETOUR SIGN | • ORANGE CHAIR | • SPOOKY SOFA |
| • FLAGMAN SIGN | • BUSHY ECO-NO-CHAIR | • SPOOKY TABLE |
| • GERBERA | • SPOOKY BED | • SPOOKY VANITY |
| • JACK-O'-LANTERN | • SPOOKY BOOKCASE | • SPOOKY WARDROBE |
| • MAPLE BONSAI | • SPOOKY CHAIR | • SPOOKY CLOCK |
| • MEN AT WORK SIGN | • SPOOKY DRESSER | |
| • MINGE SIGN | | |

RED FENG SHUI ITEMS (EAST)

- | | | |
|--------------------|-------------------|--------------------|
| • BARBELL | • BURN FRAME | • ORANGE CONE |
| • BASKETBALL | • JUNGLE DOD | • PLUM BONSAI |
| • BIRDCAGE | • JUNGLE CHAIR | • PUNCH OUTF |
| • BLUE DRESSER | • JUNGLE CLOCK | • RANCH BED |
| • CABIN BED | • JUNGLE DRESSER | • RED ARMCHAIR |
| • CABIN TABLE | • JUNGLE LAMP | • RED BOOKBOX |
| • GULI GULI LAND D | • JUNGLE PIANO | • RED CORNER |
| • DETOUR ARROW | • JUNGLE SHELVES | • RED SOFA |
| • DONKEY KONG | • JUNGLE SOFA | • DUNCE BONSAI |
| • DONKEY KONG 3 | • JUNGLE TABLE | • SOCCER |
| • DONKEY KONG JR. | • JUNGLE WARDROBE | • STONE CON |
| • EXCITEBIKE | • LANTERN | • TAILOR MODEL |
| • FIREPLACE | • LAWNMOWER | • TRAFFIC CONE |
| • GOLF | • LOVELY DRESSER | • TULIP MODEL R |
| • GRAPEFRUIT TABLE | • LOVELY LAMP | • WARIO'S WOODS |
| • HAMSTER CAGE | • MINIATURE CAR | • WATERMELON CHAIR |
| • HAZ-MAT BARREL | • NOISEMAKER | • WATERMELON TABLE |

GREEN FENG SHUI ITEMS (SOUTH)

- | | | |
|-----------------|---------------------|-------------------|
| • ALICE | • GREEN BENCH | • MARKET MODEL |
| • AZALEA BONSAI | • GREEN CHAIR | • MUGHO BONSAI |
| • BIRD BATH | • GREEN COUNTER | • PACHIRA |
| • BROMELIAD LAE | • GREEN DESK | • PINE BONSAI |
| • CACTUS | • GREEN DRESSER | • PONDICIA BONSAI |
| • CALAORUM | • GREEN DRUM | • POTIUS |
| • CHALKBOARD | • GREEN LAMP | • RANCH ARMCHAIR |
| • COCONUT PALM | • GREEN PANTRY | • RANCH COUCH |
| • CORN PLANT | • GREEN TABLE | • ROUND CACTUS |
| • CROWN | • GREEN WARDROBE | • RUBBER TREE |
| • DEER SCARE | • HAWTHORN BONSAI | • SLEEPING BAG |
| • DESERT CACTUS | • HOLLY BONSAI | • SNAKE PLANT |
| • OK JR. MATH | • JADE ECO-NO-CHAIR | • TALL CACTUS |
| • PAIN PALM | • JASMINE BONSAI | • TRAIN SET |
| • PEGGY CHAIR | • LADY PALM | • TREE MODEL |
| • GRASS MODEL | • LILY PAD TABLE | • WEED MODEL |
| • GREEN BED | • LIME CHAIR | • WEEPING FIG |

YELLOW FENG SHUI ITEMS (WEST)

- | | | |
|---------------------|-----------------|-----------------|
| • BALLOON FIGHT | • KAYAK | • SUNFLOWER |
| • BLUE TABLE | • LEMON TABLE | • TENNIS |
| • CLASSIC SOFA | • MELON CHAIR | • TENT MODEL |
| • COSMETIC MODEL Y | • PINEY MODEL Y | • TULIP MODEL Y |
| • EXOTIC LAMP | • SPUNKLER | |
| • GOLD ECO-NO-CHAIR | • STEAMROLLER | |

Survive and thrive in James Bond 007: NightFire from EA Games. This month, Nintendo Power helps you win Gold Medal rankings.

007 nightfire



Suggestive Themes
Violence

Bond with Your Nintendo GameCube

NightFire presents new dangers at every step, but Nintendo Power has strategies that keep you moving forward and help you win Gold Medals on the first eight stages. We also recommend difficulty levels that should help you rack up Gold Medal-winning scores. Once you've earned Gold, you can go for Platinum.

Tip The 007 icon appears in the corner of screen shots that show Bond Moves—cool moves that any Bond would think of. Track your score and don't exceed the target number of moves.

paris prelude

recommended difficulty: AGENT
gold-medal target: 600,000 pts.

Prevent a rogue faction from putting a damper on the New Year's celebrations in Paris.

Paris Prelude presents an easy opportunity to earn Gold, and along with the Gold Medal comes some cool extras. Down below in the Medal Rewards section. Or you can skip ahead to The Exchange mission, where the game heats up.

1 Protect Dominique



Your first shot at a Bond Move is to take out two cars with one bullet. Aim at a tire on the lead car. Be patient, but don't wait too long or the opportunity may pass. At the construction site, shoot out the glowing block on the cable to stop Dominique's pursuers. After that, it's your turn to take the wheel.



When you're behind the wheel of the Aston Martin Vantage, you drive the car, fire missiles at enemies and activate Q-gadgets with the B Button. Listen to the dialogue and keep your eyes on the road for clues. You can earn Bond Moves by making the car fly with a Q-Boost or popping it on two wheels with the Q-Wedge. Use the UMP device on the truck to end the chase.

Medal Rewards

| BRONZE | SILVER | GOLD |
|---|---|--|
| Reward Card: DOMINIQUE | Mr. Skin: JAWS | Upgrade: MISSILE |
| <p>The steel-plated wheels of the time <i>The Spy Who Loved Me</i> are: <i>Missile</i> is sure to win in multiplayer matches. If you win a Gold Medal in the Paris Prelude stage.</p> | <p>The steel-plated wheels of the time <i>The Spy Who Loved Me</i> are: <i>Missile</i> is sure to win in multiplayer matches. If you win a Gold Medal in the Paris Prelude stage.</p> | <p>The vehicle missile system upgrade that you win with a Gold Medal allows you to fire four missiles at once instead of two. Although you can break it all in one week, you also need out of ammo each time. Be on the lookout for refills.</p> |

the exchange

recommended difficulty: AGENT
gold-medal target: 600,000 pts.

Drop in on (staph) Dr. O's mission and meddlesome with undercover agents.

Drake's mountain resort has more Bond Move opportunities than you need, and you won't get extra points for exceeding the target number of two. Concentrate on staying healthy, shooting accurately and moving quickly.

1 Breach the Castle Walls



As the stage opens, quickly go down the stairs and sneak up on the guard outside the main entrance. Hit the guard with your fist to subdue him—and earn extra points—then run back upstairs. Jump into the back of the truck and stay crouched and hidden until you reach the gate. When the truck moves through the gate, you'll earn a Bond Move for your extreme stealthiness.

2 Find a Way into the Party



Force guards to surrender at the loading dock and near the fountain. Make your move only when other guards aren't looking, and subdue the guards after they surrender. In the guardroom near the fountain, close the circuit-breaker box and cut the power with the laser to earn a Bond Move. Outside, head to the right to find the entrance. Shoot the guards as you go.



3 Rendezvous with Undercover Agents



Forget about the car. Move quickly to the staircase and the balcony where you can listen to Drake's speech. Remember the location of the library door in the bookshelf-lined hallway. After Drake's speech, return to the library door. It won't be as guarded. Rendezvous with agents Dominique Perle and Zoe Nightshade.

4 Spy on the Secret Meeting



You have to shoot your way through a posse of guards to reach Drake's meeting. Use the arch as partial cover when lighting the first bomb. The next room has guards on a balcony and a stairway. The meeting room upstairs.

5 Retrieve the Guidance Chip from the Safe Room



Drop the missing brick, jump out the window at the end of the balcony and slide down the cable to the roof top to earn a Bond Move. Hop down into the gondola building, then head back to the main building. Shoot enemies along the way. Upstairs, use your laser to enter the safe room. Shoot the thugs and burn the hinges off the safe. Grab the chip and the AP-42 Sentinel.

6 Escape with Zoe in the Gondola



Return to the gondola building and toss a Skor Grenade down the stairs to drop the enemies. Before entering the gondola to save Zoe, head down the metal staircase to eliminate the guards below. If you don't deal with them first, they will fire on the gondola during your escape. Back in the gondola, shoot out the windows so you can fire your guided missiles at the attack chopper. Then guide missiles to the chopper until it blows up.

Medal Rewards

| BRONZE | SILVER | GOLD |
|---|--|--|
| Reward Card: ZOE NIGHTSHADE | Mr. Skin: 000J08 | Upgrade: PISTOL |
| <p>Delight first appeared in the good movies as Agent Goldfinger's bodyguard. When playing as Goldfinger in NightFire's multiplayer games, you can use his last six weapons. The next, shoot it up so you can throw it again.</p> | <p>If you earn a Gold Medal in The Exchange level, your 007 pistol will be upgraded to a Gold 007 for all the levels you play from that point on. The gold version has twice the stopping power of the normal 007.</p> | <p>If you earn a Gold Medal in The Exchange level, your 007 pistol will be upgraded to a Gold 007 for all the levels you play from that point on. The gold version has twice the stopping power of the normal 007.</p> |

alpine escape

recommended difficulty: **AGENT**
gold-medal target: 800,000 pts.

How your escape with Zak in an armed snowmobile.

Zoe takes the snowmobile's controls while you man the guns and the missile launcher. Leave the driving to your CIA counterpart and listen to her directions regarding the attacks. Perform multiple Bond Moves to earn the Gold Medal.

1 Escape from Drake's Castle Compound

007 While staying in the garage, shoot the flashing points on the gondola and fuel tank when enemies are nearby, then drive away with two Bond Moves. As you race downhill, shoot the tanks near the tower for a third Bond Move.

007 As you approach the bunker, shoot out the covert grating to earn a Bond Move. Continue shooting foes. When you reach the desert gate, blow it away with your missile launcher.

Medal Rewards

Bronze

Reward Card:
MILITARY UNARMABLE

SILVER

MP Scenario: ASSASSINATION

One player in the assassin and the other is the target. If the target survives for a set time, the target player wins. If the assassin player scores a predetermined number of points, he or she wins. There's also a four-player option.

GOLD

MP Mode: GRAPPLE

In certain areas, you can use the grapple device on a helicopter or airplane if you install the upgrade. Look for places where you think you can use the grapple. If the red outline looks on to something, you can grapple up to it.

enemies vanquished

recommended difficulty: **AGENT**
gold-medal target: 800,000 pts.

Ready to meet Q at the extraction point.

Drake's men and the local authorities are in hot pursuit of your Q-improved Vanquish. Blast the enemies with missiles, but don't harm the police. You have lots of opportunities to make Bond Moves and earn the Gold Medal.

1 Rendezvous with Q at the Extraction Point

007 When cops or bad guys are right behind you, hit the B Button to engage your smoke screen and earn a Bond Move. Go straight through the town past and jump over the staircase for another Bond Move. Collect extra ammo as you go.

007 Look for crates of extra missiles on the frozen lake at the end of the stage. Collect the ammo as you zoom around the ice and shoot at the helicopters. Use the X Button to spin quickly when choppers fly past you. If you run out of missiles while choppers are still in the air, you'll struggle to shoot down the aircraft.

Medal Rewards

Bronze

Reward Card:
VANQUISH

SILVER

MP Skin: SCARAMANGA

Scaramanga is the original 007 with the Golden Gun from the movie of that name. He wears this device called a clothes transformer. He charges a million dollars per shot, but this shot is off his hands.

GOLD

Upgrade: CAMERA

One of Q's favorite gadgets looks like a hamilton lighter, but it contains a secret camera. The camera's magnification increases with the upgrade. The upgrade also includes a beautiful camera that is useful for spying missions.

double cross

recommended difficulty: **AGENT**
gold-medal target: 800,000 pts.

Reminisce with Alexander Mayhew, a traitor to Drake's organization.

At the co-Agent level, it's going to be tough to earn big points in the Time and Health Bonus categories, and you don't have the help of the auto-targeting feature. On the other hand, the triple score bonus should earn you the Gold Medal.

1 Escort Mayhew to the Bunker

007 Grab the sniper in the office and put on your night vision glasses so you can see the attackers through the smoke. Use the shovel to stun the men in the main room, and grab the gun grenades. Stun and subdue enemies as you go.

007 Continue down the hallway and into a dining room protected on fire to see what's cooking. As you move past the dining room, look to the left using your telescopic sights and shoot the guard near the garden. You'll earn a Bond Move for your quick thinking. Move forward and eliminate the remaining guards, then cut through the door closest to where the guests were brought.

007 Enter the next building and sneak up on the men in the drawing room to make two kills. Subdue them, then grab the armor and do the same thing to the guard in the bedroom. Return to the living room and retrieve your objective from the flamethrower in the corner. Expect some camera returns to the bedroom when it's clear move the painting to unlock a secret passage and enter the passage to the left.

007 From the garden deck, you can peek off most of the most batch of enemies using your telescopic sight. After weeding the garden of foes, probe around to the back side of the next building to find its entrance. To the left is an entrance in a hallway. To the right is Mayhew's computer. Stun the enemies first with a grenade, then finish or subdue them. Shoot the PC to complete the objective.

2 Rescue the Geisha Girls

007 Leave the bunker via the veranda above the bank. You can force the nearby guard to surrender. Slip under the pond bridge and shoot the guard above for a Bond Move. Look for an underwater entrance to a hut, where you can pick up a rifle with a telescopic sight. Another underwater tunnel leads to the room where a photo is held captive. Pop up and blow away her captors to earn a second Bond Move.

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3 Destroy Mayhew's Computer

007 From the garden deck, you can peek off most of the most batch of enemies using your telescopic sight. After weeding the garden of foes, probe around to the back side of the next building to find its entrance. To the left is an entrance in a hallway. To the right is Mayhew's computer. Stun the enemies first with a grenade, then finish or subdue them. Shoot the PC to complete the objective.

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Medal Rewards

Bronze

Reward Card:
MAYHEW

SILVER

MP Scenario: OPLINK

Using an MIT or Phobos team, you must activate as many outposts as possible in the arena. The team that ends up with the most outposts wins the match.

GOLD

Upgrade: SNIPER RIFLE

The upgrade you earn with the Gold Medal increases the covert edge of the sniper's magnification. It allows to use a frameless scope in the Chase function level.

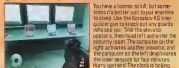
night shift

recommended difficulty: **AGENT**
recommended targets: **500,000** pts.

Coverly scores Mayhew's headquarters and infiltrates into the security control system.

Scath plays the biggest role when Bond must infiltrate the Japanese office cover where Phoenix Industries is based. Your best shot at earning Gold is to play on the oo Agent difficulty level to earn the triple-mugshot bonus.

1 Get to the Lobby and Activate the Main Elevator System



You have a license to kill, but sometimes a better job to put enemies to sleep. Use the Karasikov RS inner-quicker gun to knock out any guards who see you. Take the elevator up stairs, then head left and enter the security room. The computer on the right activates the elevator, and the computer on the left deactivates the laser sensors for four minutes. Hurry up! The clock is ticking.

2 Install Q-Worm on Office Computer Systems



Once upstairs, go straight from the elevator, take the last right and duck into door 10C when you see the security camera. Continue through offices 10D and 10E, where you'll discover a computer with a red screen. Complete an objective by installing the Q-Worm program. Head out the way you came in, using the decryptor to save the door at the end of the hallway beyond the security camera. Look out for guards!



3 Find the Security Center and Unlock the Exterior Door



In the atrium, put the guard to bed and note the security room on the right. That room is your objective. Exit through the door across the atrium to enter the executive offices. Take two rights to reach the security center. Because the decryptor is gone, fulfill your mission objective by unlocking the exterior door from the computer terminal. Use another terminal to activate another laser test cycle and give yourself four more minutes. The door to the stairwell is to the right.

4 Install the Q-Worm on Mayhew's Computer System



It's time for some fresh air. Head right and ride on top of the elevator to the highest floor. Enter via the ventilation shaft, collect the armor in the center room and look for an office with a locked door. Use your decryptor to gain entrance. Install the Q-Worm on the inside launcher.

5 Locate the Secure Terminal Room



Your next objective is to get in and out of the Secure Terminal Room. Look for the big metal doors. You already have Mayhew's key, so hit the A button at the door lock. Run to the center of the room for a Bond Move. When the terminal reads, activate it and get out. The exit door is straight ahead and to the right, but watch out for guards.

6 Acquire the Parachute and Jump off the Tower



One final test remains. You need to retrieve a parachute from a helicopter, then jump off the tower to escape. Armed guards will try to stop you. Immediately run to the tail rotors and crouch behind them for your best-saving position as a decoy helicopter to earn a Bond Move. Maintain your position and pick off the guards one-by-one. When the coast is clear, go to the remaining chopper, grab the parachute and jump to safety.

Medal Rewards

| | | |
|---|--|------------------------|
| MISSION Reward Card: KINO | MISSION MP Skin: TEAM KING OF THE HILL | Upgrade: PISTOL |
| | | |
| <p>The object of the King of the Hill Scenario is to stay in a designated area for as long as possible to earn points. With the Team upgrade, you earn points for your team when you stay in the designated area.</p> | <p>Bond's favorite weapon gets a major upgrade—50 rounds of ammunition—with the Cold Metal upgrade. You also get a Bond right. Your accuracy improves while reload times diminish.</p> | |

chain reaction

recommended difficulty: **AGENT**
recommended targets: **500,000** pts.

Infiltrate a nuclear power plant in the process of being decommissioned by Phoenix Industries.

You can eliminate most of the enemies from a distance with your telescopicly enhanced rifle, so as possible to earn a Gold Medal at the Agent difficulty level. A good time, high accuracy and two Bond Moves are all essential.

1 Investigate Building ST-1



Your inspection of the nuclear facility begins on a rooftop. Sharpshooters guard the building's exterior. The other buildings. Try to remain out of their view as you peek them off with a single shot once. Look for the grating with glowing brackets and burst through them with your laser to enter a Bond Move. Inside, eliminate guards without exposing yourself. Take a snapshot of the jet pack and take the armor.



The day starts bearing up when you step outside again. Sharpshooters and guards on the ground are hiding and looking for you. Watch for mobile flashes, then zoom with your laser scope right to pick them off. You can use your upgraded inner-quicker with the headlifter to scope out enemies. When the area finally seems clear, head to the crane with the ladder for the next bit of fun.



Jump to the top of the lift and use your grapple to reach the top of the crane quickly. A new batch of sharpshooters will appear suddenly on ST-3's rooftop. Run to the far end of the crane, then slide down the wire. Duck behind the rusty containers for cover, and step out briefly to shoot the guards.



When it's all over, climb the crane's ladder, then cross the cable to the second crane using the hand-over-hand technique. Activate the crane's controls and it turns to line up with the door to ST-3. Hop down, enter the building and collect the armor in the room to the left. Expect more armed resistance inside the warehouse. Use your telescope sights to take down as many foes as you can.

2 Advance through Warehouse TR-2



Access to building TR-2 is on a higher level. Climb or grapple up to the catwalk level and grab the cables using your hand-over-hand technique. A welcoming committee armed with machine guns and flamethrowers will greet you. Before attempting to cross the beam in the center of the building to reach the next door, there's nothing else of value, so don't waste too long exploring.

3 Photograph the Laser Prototype



After clearing out as many of the guards as possible from the upper level, run to the storage room part of the warehouse. Use a robot of the Laser Prototype camera and jump up to the laser core. As you reach the exit door, a saving the lane, more guards will attack. Shoot expensive barrels and fight your way out through the door you destroyed with the laser.

Medal Rewards

| | | |
|---|---|--------------------------|
| MISSION Reward Card: BOOK | MISSION MP Skin: WAI LIN | Upgrade: DART GUN |
| | | |
| <p>Wai Lin, the Bond girl from Tomorrow Never Dies, is quite able to take care of herself. When you unlock the mid-air vehicle, you can choose the wai lin arts master as your character.</p> | <p>If you win the Gold Medal, you'll earn the Karasikov RS inner-quicker gun upgrade. The upgrade gives the weapon more damage, making it easier to get a better score in levels such as Night Shift.</p> | |

phoenix fire

recommended difficulty: **ASSET**
gold-medal target: **500,000 pts.**

Escape Agent's trap and get out of the skyscraper alive.

Our Gold Medal coverage ends with one of the toughest levels in the game. You are under almost constant fire as you try to escape. At the Agent level, it's important to move quickly, maintain your health and perform Bond Moves.

1 Gain Access to the Lower Office Floor



The tower is crawling with Drake's men. You'll come under attack even as you enter the keycode for the stairwell. Once you reach the stairs, you'll really feel the heat. Use the railing for cover as you attack the enemies below. Toss down weapons first, then eliminate the enemies. Don't get downed! Run down the stairs, then up the stairs. Watch for fire and take them out quickly. When you reach the end, pick up armor and items. You can't afford to take much damage.

2 Activate Elevator Override Control in the Security Center



The Phoenix Machine gives you a lot of firepower, but you'll need to use it wisely. The Phoenix Machine gives you a lot of firepower, but you'll need to use it wisely. The Phoenix Machine gives you a lot of firepower, but you'll need to use it wisely.

Medal Rewards

Bronze

Reward Card:
ALPHA

Silver

MP Scenario: **DEMOLITION**

When you see the Silver Medal on the Phoenix Fire level, you win the Silver Medal scenario. Show up targets in a room oriented multiple per minute. Show to see pre-attack a target while the other to see attempts to destroy it.

NIGHTFIRE BURNS HOT

Still ahead are levels under water, on a tropical island and in outer space. With your upgrades, you should be able to complete the remaining missions and earn even more Gold Medals and multiplayer extras.



The first door to the right leads to a computer room, but it's busy-trapped. Open the door, then step back and wait for an explosion. Inside, you can retrieve the passcode for the security server nearby. As twice to the computers in the security center and take the missile launcher. First at the chopper with your missiles from the skywalk to warn another Bond Move.

3 Escape through the Elevator Shaft



It's time to go down and out. Head to the elevator for their along the skywalk. Look for enemies and above the Phoenix Room with a satellite charge. You must hit down on the elevator's roof. Here is the center to avoid fire from open doors. Whenever some one drops a satellite charge onto the ground, the elevator will stop. Some enemies will be seen. Hit down the stairs. Watch out!

4 Raise the Security Gate & Escape through Front Entrance



You're almost out. When the elevator doors open, blast the enemies you see and head to the security room to the right. Guards will attack, but you can drop a satellite charge at the door to keep them there as they unlock the main entrance. If the computer terminal and head for it. It's likely to be a moving target. Use missiles if you've got them and a sub-weapon.

Gold

Upgrade: **PISTOL**

Mass Improver for your Gold PISTOL in fact, makes the a saving power of the upgraded gun—in your Gold Medal prize. The PISTOL becomes four times as powerful as the original weapon.

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Abominable Snowmen Give Cold Shoulder

Ever since winter blanketed our chilly towns, some crabby snowmen have been spotted on the landscape. "I bumped into one with a gigantic noogie," said Famiily from Filpville, "and his head was filled with all sorts of crabby blather!" Indeed, reports have come in from all over about badly made snowmen having unpleasant things to say. "I'm pretty friendly to newcomers," said Bungle from Tintown, "but I met a mumsnowman who was so frosty that I got totally hot under the collar!"



Watch out! Mumsnowmen just aren't the generous types we like around these parts.

Blown out of Proportion, Say Many

Hermie from Snowtown is among those who've broken the ice with the visitors. He said, "Roll the top and bottom snowballs around until they're huge. But make darn sure that the top one is half the size of the bottom before you roll it onto the base!"



Hermie got the Snowman Frigate for his troubles.

Well-Wishers Expected for New Year

With 365 days of cool-stuff collecting ahead in 2003, locals will be lining up at the Wishing Well on New Year's Day, hoping to get that lucky edge that will land them rarer things—like the NES Punch-Out!! game, perhaps! Beat the crowds and head to the well early. You'll meet Tomterrier there, and he's always in a grumpy mood on January 1st. If you need a double dose of fortune, try your luck with Katarina, who will be setting up a table nearby. Karma's "sunshine lottery" is always a big hit with the karma crowd, so start your year off on the right foot and join in the festivities.



Long lines, sure—but who's going to pass up a chance at good fortune?

ONLY THE COOLEST STUFF



TOM NOOK'S MONTHLY BATTLE: JAXX!

Tom Nook's Special Delivery



4UF6T948GZ3Z3W3
dW#%|1LEq|5ZBI

Using this passworded message alone to Tom Nook—you'll receive a rare gift that will make your home extra-flashy!

Get a knockdown on your think-o-mat!

Latest Fashions Spread Like Wildfire; Catchphrases Catch on Quickly

You've noticed all of the new people who have pounced on the four houses near the train station. Have you noticed that they all have amazing style? The designs that they create—absolutely infectious! Their catchphrases—completely catchy! Hardly a day goes by that some animal isn't dragging home the latest fashions and adopting the trendiest phrases. And when animals move out of town, they take their new style with them, spreading it throughout the world. There's no stopping wild imagination!



Design-minded people may find that their fashions have caught on around town—and beyond!



Please, camera-right hear their cool words repeat in far-flung towns that they visit of ten.

PK **BLASTS** into Cyber-Action!

Enter the sci-fi world of Disney's PK—the superhero alter ego of Donald Duck!

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BOOM INTO COMIC-BOOK MIGHT

POP INTO WITH ACTION-TOUCH ALL-STAR

www.Disney.com

ESRB Rating: E (Everyone)

PlayStation 2

Like a Seal

Animal Crossing

METROID

PRIME

THE DREAMWAVE OF THE NINTENDO GAMECUBE

THE NEW MP COMIC WAS CREATED BY DARK HORSE COMICS AND DREAMWAVE. WE GRABBED THE PRESIDENT OF DREAMWAVE FOR A QUICK CHAT.



Dreamwave is a comic book company that started publishing in early 2002. It gained instant recognition and critical acclaim for its *Transformers* series—which became the **best-selling North American comic series** in its first month of publication. *Transformers* continued to claim the number one spot for over six months, finally slipping in October of 2002—an impressive run for a startup comic company. Most of the **Dreamwave** staff members are self-proclaimed video game fanatics, and the opportunity to work with **Nintendo Power** and the *Metroid* series was greeted with great cheer around the office. Since they started working on the *Metroid Prime* comic, many **Dreamwave** employees have taken to wearing **Super Mario Bros.** shirts. They've even busted out the **Nintendo 64** and **Super NES** so they could play the old-school classics. **Pat Lee** is the **president of Dreamwave Productions**, and a busy, busy man—but we managed to ask him a couple of questions about projects.

NINTENDO POWER: What makes the *Metroid Prime* comic book different from other comics? (Other than being included in NP, of course!)

PAT LEE: Dreamwave takes a slightly different approach than a standard comic book company. We try to make all of our books feel like movies or video games. Also we strive to write stories that advance the plot without taking any of the enjoyment out of the video game experience. Basically, we try to give readers something that they can't get anywhere else.

NINTENDO POWER: Why did Dreamwave choose to work on the *Metroid Prime* comic book?

PAT LEE: Being in my mid-20s, I have very fond memories of certain video game titles—and *Metroid* is at the top of the list. *Metroid* is not just a video game; it's a true icon. Even though it has passed through many different incarnations, it always stays true to the original concept.

NINTENDO POWER: Have you played *Metroid Prime* yet? If so, what did you think?

PAT LEE: The game is awesome! After a while, I had to have my brother hide it, or else I wouldn't be able to get any work done. Once I started playing, I just couldn't stop. And while I have to get my comic books out on a monthly basis, I keep trying to get my work done faster so I have more time to play.

NINTENDO POWER: Thank you very much!

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FFFTTTTWWWWWWW







FUSION CORE RUPTURE
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QUARANTINE AUTO-
SEQUENCE INITIATED.

THREE...

TWO...

ONE...

KABOOOOOM!!!
BOOOOOOM!!!

MY POWER SUIT!
WHAT'S HAPPENING?!

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AS SAMUS ARAN BATTLES
THE SPACE PIRATES ON THE
SURFACE OF TALLON IV!



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EXCLUSIVE

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Rebel hero Kyle Katarn is back in action as a retired Jedi on a dangerous mission in the new GCN version of the popular PC adventure.

STAR WARS®

JEDI KNIGHT® II: JEDI OUTCAST™



DUSTING OFF HIS LIGHTSABER

The Jedi Knight series has received numerous awards for its PC offerings, so it's no surprise that LucasArts, along with developers Raven Software and Vicarious Visions, decided to port the most recent title to the Nintendo GameCube. Using the highly acclaimed Quake III engine, Jedi Outcast delivers an impressive combination of first- and third-person combat, along with the typical Star Wars flare.

TWO JEDI ARE BETTER THAN ONE

Jedi Outcast is packed with multiplayer options. Grab a group of Jedi wannabes and select your competition style. You can go every-man-for-himself in free for all or split into teams for Capture the Flag. If you prefer head-to-head action, choose Duel Mode or play Jedi Master, in which players share one lightsaber.



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Violence

CHAOS IN KEJIM

Rebel rogue Kyle Katarn and Jan Orm have been sent to investigate the planet Kejim, home of an old Imperial outpost. Kyle has been a retired Jedi for eight years and is hoping for an easy mission. But unusual communications from the planet hint at trouble. Our handy maps and step-by-step guide will help you lead Kyle through the first few levels.



KEJIM OUTPOST

1 Valuable Tools

Throughout the game, you'll need to uncover secret areas that are packed with hidden items. The first secret area is to the left of the starting point. Enter the storage shed through the unlocked door and use the crates to reach the top shelf. Collect the barta canister and battery packs.



2 The Battle Begins

Exit the shed and watch for two stormtroopers circling to your left. Take down the enemies and move forward, collecting the rifle and firing on the unsuspecting Imperial guard. Be sure to finish off the guard, or he will shoot Jan and end your mission. Forge ahead into the trooper mob.

3 Big Guns

As you journey back down to Jan, watch for troopers around every corner. Check all rooms for ammo and other supplies. Once you return to the main level, mount the turret gun and swivel it until you're facing the door. Keep blasting until the door explodes open.



4 Charge 'n' Go

After clearing the area of stormtroopers, round the corner and stop to recharge your shield at the shield power converter. Stand over the converter and hold the B Button until your shield level reaches 100. Continue through the door and dispose of the guard. Grab his supply key and jump on the lift.



5 Observation Deck

Take the second elevator to the observation deck and approach the control panels. Flip the switch to supply power to the large guns across from the door that Jan is guarding. Blast the observation deck's windows and take out as many enemies as you can from above.

MAP KEY

Use this key to track down essential items on each level. Keep in mind that many of the doors throughout the game are locked and you must open them by flipping a switch or uncovering a key.



Mounted gun turrets hold enemy and weapons.



Red switches turn on when you activate them.



Ammo power converters replenish your ammo supply.



Shield power converters recharge your shield.



Imperial guards often carry keys.



Barta canisters restore some of your health.



Multiple black lines indicate a staircase.



A single blue line indicates a doorway.



A single red line indicates floors.



Battery packs keep your equipment functioning.



Secret areas contain vital items.

1 Large Blast

Ride the elevator down and enter the first door on your right. Clear the guards and blast the crane; this covers the floor grating. Head down the opened shaft and flip the right-hand switch. To blast the energy reservoir throw a grenade then duck into the left-hand room and proceed.



2 Flippin' Switches

You are above the control room. Blast the grate and take the key from the guard. Flip the four switches so Jan can enter. Head left, pass through a door, then go right and



3 Turrets Above

Crouch through the opening, shoot the guard and flip the switches. Look for the first code marked blue. Climb the stairs and go left until you reach the walkways. Pass through the door under the green Imperial sign. Watch for guns overhead—they are deadly! Blast them or run past.



4 Calling Jan

Locate the blue computers and call Jan for assistance. Jan will run into trouble, forcing you to return to the control room and escort her back. Go through the door she unlocks and obtain the code from the display panel. Return to the walkway and head through the opening under the red sign.



5 Two Switches

Once again, rise past the overhead gun. Take the stairs to the left and ride the lift, which will place you above the walkways. Flip both switches in the room and be prepared to fight another trooper swarm. Drop a thermal detonator or shoot them from above. Grab the key and head back down.



10 Run, Kyle, Run!

At the bottom of the lift, walk across the room and through the door. Proceed down the corridor, watching for troopers around every corner. Move quickly through the red-lit tunnel to reach the other side before the walkway collapses. Jan will check your status after the blast.



11 Probe Droids

Inside the next room are three Imperial probe droids, known for being tenacious hunters and searchers. Each will require several shots before it will explode. Destroy the



droids and ride the lift they were guarding behind the window to get on top of the second tunnel and run across.

12 Data Input

Snipe the troopers in the observation room from above, then drop down and round the corner to collect the final code. Return to the computers and manipulate the three small screens until the display on the large monitor matches the codes. Flip the switches to activate the codes.



14 Cold Blast

Fight your way down the corridor, remembering to flip all switches along the way. Smash the windows and drop into the cold chamber. Head through the ground-level door and disable the freezing units. Return to the chamber and climb onto the arm. Find the secret area in the upper level.



15 Electricity

Follow the walkway until you're standing above a large, electrified-water pool. Blast through the windows and ignite the container, frying the panels and extending a



16 Storage Bin

The control panel will raise a platform and give you access to hidden items. Venture down to the storage room and gather the goodies. Proceed through the door on the other side of the room and prepare for a trooper horde. Use a detonator to wipe out several enemies at once.



17 Shield Generator

Once you get past the interrogation droids, unlock the next door and enter the observation room. Flip the switch on your right once and the switch on your left three times to turn off the force field and access the shield generator. Continue through the next door, guns blazing.



18 Heavy Fire

Enter the room with the turrets and clear it by shooting the two turrets while hiding behind the crates. If the turrets shoot the crates enough times, the crates will



19 Another Wave

Once you've cleared the room, move forward and flip the switch to open the next passageway. A fresh stormtrooper wave will be waiting for you. Stand your ground behind the crate and let detonators at the turrets. Shoot any guards that round the corner.



20 Get Low

You'll need to use the laser machine to get through the locked door. Rotate the machine so that it can slice an opening into the next area. Activate the machine, but be prepared to crouch around the perimeter of the room. After you've cut the door, the machine will self-destruct.



21 Mighty Mouse

A dangerous substance is being pumped into the room ahead. Dash in and grab the key off the guard, then hurry back out. Place the key in the nearby computer panel to activate the tiny remote-controlled droid. Lead the mouse into the next room to shut down the dangerous pumps. Exit the level.



THE ARTUS MINE

After securing the Kelins outpost, Kyle and Jan travel through a meteor shower and land on Artus, where suspicious activity has been detected in a mining area. Jan leaves Kyle and circles overhead to scope out the zone. Kyle must infiltrate the mine and cripple the Imperial operation. The level presents new challenges, including steep cliffs and pesky underground critters.

1 Baby Steps

Travel down the long canyon until you reach a valley that is surrounded by a shroud-filled room. The green shroud is extremely toxic. Slowly walk along the left canyon wall under the spotlights, and don't get caught in the lights. Enter the room and deactivate the lights and the turret above.



2 Bowcaster

Explore the area, being careful not to let one of the spotlights catch you. Round the narrow cliff to the valley's right to recover a Wookiee bowcaster and a shield booster. Tiptoe across the ledge, or you'll fall into the moat and have to restart the mission.

3 Breakaway Pipes

Make your way onto the first set of pipes. Before climbing onto any pipes, stand next to them to see if they are stable and non-explosive. The breakaway pipes are marked in black on the map. Be very careful not to fall.



4 Dogfight

Instead of trying to overtake all the troopers in the room, race back to the walkway above the canyon and watch the enemies stumble across the mangleless path and into the valley. Return to the room and eliminate the Imperial guard, steal his key and unlock the next door.



5 Get Down

In the next corridor, you'll need to do more of the same—shoot down troopers and recover keys from Imperial guards. Take the next elevator down, but keep an eye out for a secret area halfway down the hall. The entrance is low to the ground, so you must crouch to get inside.



6 Enemy Fire

Shoot the troopers from above, then head down to take on the rest. The storage area is loaded with bad guys, and a large gang of opponents will appear before you can access the elevator. Use a well-placed detonator to wipe out the ridiculous number of enemies.



7 Dark Mines

Ride the elevator up and turn left into the dark mining caverns. Flip on your goggles and explore the dingy area. Swing right and move into the next room. Eliminate the troopers and the Imperial guard, take the security key and find the doors that lead back to the canyon.



8 Lights Out

Stand between the two posts and jump onto the protruding pipe below. Move forward until you fall onto a small ledge. When the pipe retracts, crawl through the tiny opening to reach the smoking machine. Blast the power boxes along the walls and shoot the smoking machine until it explodes.



9 Up and Away

Hitch a ride on the lift, which will take you to the moon above. Climb onto one of the large barriers to make a clear jump onto the moving platform. Remain on the platform until you reach a small, dark corridor lined with green crystals. Jump off the platform and continue forward.



10 Creepy Crawly

With goggles on, trek through the cave, watching for critters scurrying across the ground. The creatures move too fast to shoot with the rifle, so equip your stun baton and fry them before they turn you into dinner. Move briskly through the area so you don't run out of batteries.



11 Sneak Attack

Continue forward until you reach an area packed with mining equipment. Flip the switch to activate the machinery, and keep an eye out for stormtroopers in the hallway below. Equip the Wookiee bowcaster and use its powerful beams to wipe out the unsuspecting troops from above.



12 Free Ride

Drop onto another moving platform and head for the ground floor. Watch for more troopers. Take the first door into the next room. You'll see a lava-pouring contraption, which you can jump aboard to reach the upper platform. Enter the room and fight off the troopers.



13 Power Outage

Disable the main power source by messing with the control panel. Head through the far door, into the storage area. Ride the elevator to a familiar corridor. This time, take a right and look out for turret guns. Activate the mine car and ride into the next level.



THE ARTUS FACILITY

It appears there's more trouble in Artus than originally suspected. Prisoners are being held throughout the facility, so Kyle must journey through the dangerous detention center to free the captives. Once the base commander releases the prisoners and the commander receives his punishment, Kyle will have to fight his way to the top of the facility to meet with Jan.



1 Run in Circles

The first order of business is to climb the metal rungs and press the panel to unlock the door below. Return to the ground floor and shoot the troopers. In the next room

Unlock another door via a control panel and advance up the cylindrical staircase, battling enemies along the way.

2 Gain Access

Watch for mobile turret guns at the top of the staircase. Take the new set of stairs to the facility's control room. Flip a few switches to unlock the doors leading into the prison and activate the large fan in the air shaft. Head back down the stairs and through the door.



3 Hang Time

Enter the hangar and chat with the prisoner. He will instruct you to capture the base commander and unlock the hangar's blast doors. Proceed into the hangar and take down the stormtroopers from a safe distance. Don't get too close, or the troopers will start shooting at the prisoners.



RELEARN THE FORCE

Kyle's quest will take him to familiar locations, such as the Jedi Academy and Cloud City. He'll meet up with Luke Skywalker, track down Rebel gangsters and search for Lando Calrissian's ship. The game will become more complex, equipping you with Jedi abilities and offering third-person game play. Check out nintendopower.com for help conquering the next levels.



4 Wind Tunnel

Reach the upper platform, head across the walkway and shoot open the grating. Jump inside and float down the shaft, but be sure to land on the grating so the fan doesn't harm you. Spend through the dark area—don't stop to mess with the critters. Proceed into the next hallway.



5 March to Freedom



You will face two doors. The left one leads to the base commander. Claim him as your hostage and march him up the stairs, keeping him safe from the critters. He'll turn on you after freeing the prisoners, so take him down along with the troopers. Then crawl out of the facility.

Learn The Rules Of The Road

Lesson 1: There Are No Rules



Every smash and bash is full of eye-popping detail and color with a mix of 2D and 3D graphics.



Realistic racing experience with car handling on various surfaces such as tarmac, ice and snow.



Win prizes and money so you can progress to the next level for more firepower.



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BRIGHT START FOR RUBY & SAPPHERE!

The superfans were out in droves for the Japanese launch of Pokémon Ruby and Pokémon Sapphire, and it's no doubt a sign of how massive the phenomenon will be in North America!



The wait was long—and the lines were longer. The two Pokémon Poké for Game Boy Advance finally hit store shelves in Japan on November 23, 2002, and demand was at an all-time Pokémon-craze high, with countless copies of Pokémon Ruby and Pokémon Sapphire selling over the launch weekend. Pokémon superfans have known all along that Pokémon would be even bigger and better on the GBA, and the Pokémon mania in Japan hints that the games will be huge on North American shores, too. North American fans need to wait only a little longer before they can play the new Pokémon adventures. Curious about what's in store? Starting this month, we're revealing a flood of game details!

CAN'T WAIT UNTIL MARCH 17?

Now that we've played the game, we can't wait until you join us in the world of Pokémon Ruby and Pokémon Sapphire. Until then, we'll have lots of insider info about the games for you!

The North American versions are still under development, but we can show you lots of groundbreaking details using the Japanese games. Now that we've got Pokémon Ruby and Pokémon Sapphire in our hands here at Nintendo Power, all we want to do is explore the new Pokémon macrocosms. In both games, you'll begin by moving to a part of the Pokémon globe that's very distant from Kanto and Johto. You can play as a boy or a girl—and both characters have an adventurous new look in line with the new game style. After you select your first Pokémon—Torchic, Mudkip or Treecko—you're free to explore the deep new Pokémon story line, which is nearly the same in Pokémon Ruby and Sapphire.



**A DISTANT LAND,
A WHOLE NEW LOOK!**

THE VILLAINOUS DIFFERENCE—TEAM MAGMA AND TEAM AQUA



Team Magma is the mysterious group that stands behind the strange events in Pokémon Ruby—and only you can counter its intentions!



In Pokémon Sapphire, Team Aqua is the power behind the mysterious events that's spreading across the land.



Whether you're playing Pokémon Ruby or Sapphire, you'll follow the same story. But which game you play determines which team shows up in encounters.



AWESOME NEW GEAR



In Pokémon Ruby and Sapphire, a new piece of gear will help you evolve all of the new Pokémon statuses.

NEXT ISSUE—THE STORY BEGINS!

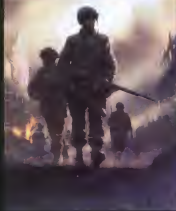
In our February issue, we'll have eight pages of preview coverage that delve much deeper into Pokémon Ruby and Sapphire. But we can't resist spilling a few more details about how the adventure begins. You'll help out a professor who was carrying three Pokémon—and you'll need to select one of them to save him from sudden trouble. Join us next month for a look at more of the new story, game play systems and, of course, the new Pokémon!



Somewhere the professor lost a catch! That's what several Pokémon—and you happen across it just in time to rescue him.



MEDAL OF HONOR FRONTLINE



EAS STUNNING WAR GAME MAKES HISTORY WITH SERIOUSLY FUN COMBAT THAT RUMBLES YOUR CONTROLLER LIKE NEVER BEFORE. TURN THE TIDE OF WAR WITH OUR TIPS.

Electronic Arts' Medal of Honor series establishes a beachhead on the Nintendo GameCube with Frontline, which we hope is the first of many campaigns. The thrilling World War II title sends you into service during the last year of the war against Germany. You'll survive the first three missions with our strategies—and maybe even earn medals, which are awarded to those who go above and beyond the call of duty in each sub-mission!



©2002 Electronic Arts Inc.

D-DAY YOUR FINEST HOUR Normandy, France 6 June 1944—0630 Hours

On this decisive day in June, Allied troops established a foothold on Europe—and that's exactly where Medal of Honor: Frontline sends you into battle. You arrive on the Normandy beach in a Higgins boat—you're packed like a sardine with your fellow soldiers. You'll face gunfire from two massive German gun decks that are trying to end the beach of Allied invaders. Ultimately, the D-Day mission demands that you destroy the decks. But in the first sub-mission, you merely scramble for survival.



Surge Past the Shingle Embankment

You're lone gun for much of the game, but you'll need to work as a team as the squad spills onto the Normandy beach. Check in with the captain to receive your next order after you complete tasks. If all goes well, you and the squad will reach the distant barbed-wire embankment—and then blast through it.



After saving four soldiers, meet the team at the embankment. Speak to the captain to receive your next task, which is to rescue the explosives engineer. Run to the right-hand side of the embankment, then provide cover for the engineer as you make tracks back to the captain's position. When you reach the captain, the engineer will blast open a breach in the embankment.

Assume Control of the Mounted Machine Gun
After the team surges to the base of the left gun deck, your captain will tell you to take control of the mounted gun below the right gun deck. Grab the nearby power-up before you head out.



The gun between decks is filled with mines. Run through the crates—the path is mine-free. After you seize the mounted gun, blast the enemy soldiers that flood toward you, then destroy the two machine-guns on the ridge.

INTO THE BREACH

You'll help secure success at Normandy if you can shut down the right-hand gun deck. Blast into its base then surge upward until you reach the top—then clear the house.

Battle into the Radio Room



Blast the barrel that's made the deck entrance to slough the Nazi soldier inside—he won't let up with the stationary machine gun. Then run through the first floor and take control of his gun. Use it to wipe out incoming Nazis.



As you wind through the first and second floors, fire on barriers to release gas-trapping explosives. Don't run too quickly into caves, since cannon-fused soldiers wait for intruders to stumble in. When you find the radio room, creep up to catch the sitting soldier unaware. When you've retrieved him from his post, shoot the radio.

Shut Down the Gun Deck



On the fourth level, you'll find two doors. One won't open—yet. Load yourself with rapid firepower and race through the other door, then clear the deck of all soldiers. Wait for the captain's signal on the other deck, then plant a smoke-signal grenade. Run out the other door before the bombers arrive.



A STORM IN THE PORT SEASIDE STOWAWAY St. Mathieu, France 17 August 1944—0900 Hours

In Frontline's second major mission, you must destroy the Nazi U-boat-production facility in Lorient, France. To get there, you must first infiltrate a U-boat leaving dock in St. Mathieu in the first sub-mission.

Assist the Invading Troops

Nab the package from the French resistance behind the crates at your starting point, then run into the town and assist the Allied troops that are trying to seize the town.



In the first town square, jump into the wrecked vehicle and use the stationary machine gun to wipe out enemy soldiers. Then, on the other side of the bridge, use the stationary machine gun to blast the tank into oblivion.



Inside the tower, a soldier's radio will tip you off that soldiers nearby are under fire. Wipe out their attackers with the tower's machine gun. He'll run to ground level and use surprise attacks against Nazis in the streets.

Push through to the U-boat Dock



When you hit the dead end at the wooden gate, back up until you are shielded through an open doorway. Ignite the barrel's rig, then back up. The barrel's blast will open a hole in the nearby wall that leads into the forward-dock area. Take the right-hand path and use the stationary machine gun to wipe out all of the soldiers. Then step into the dock area to begin the next sub-mission.



SPECIAL CARGO

Aboard U-4902 near Lorient, France
18 August 1944—0400 Hours

After you've stowed away inside the U-boat, you must break free from the crate and place explosives throughout the sub before it arrives at the Lorient dock.

Sabotage the U-boat Engines



After breaking out of the crate and blinding the guards, grab the MP40 SMG anchored around the crate to find MP40 ammo. When you find scolding steam, turn it off with a nearby wheel—you'll need to crouch below one steam spray to reach one of the wheels. In the engine room, place explosives on the big metal chamber to destroy the engine and blow open passage forward.

Set Explosives in the Fore and Aft Torpedo Rooms



After setting timed explosives at the first torpedo room, move ahead through the sub and destroy the radio communications room. You don't want any U-boat soldiers to radio nearby Lorient and warn them that you're coming.



Place the second batch of timed explosives in the second torpedo room. As you head back to the escape hatch, a soldier will leap out of a hidden door in the officer's room. Blast him, then grab the Engine Code Book from his room.

EYE OF THE STORM

Shipyards of Lorient, France
18 August 1944—0500 Hours

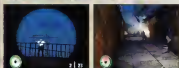
You've infiltrated the shipyard, but you must still reach the distant wet dock. This sub-mission takes you through the guarded warehouse area where you must wreak havoc along the way.



Broaden Your Influence with the Springfield



Climb onto the warehouse roof via the ladder, then crouch to the second roof. Open the suitcase to find a Springfield '03 sniper rifle. Return to the ladder—you'll see the U-boat explode. Alarmed Nazis will storm the shipyard. Eliminate them with the Springfield from the rooftop before you head back down the ladder to continue your mission.



As you run alongside the docked battleship, soldiers will attempt to run into the stationary machine gun. Snipe them before they reach it. Then proceed along the ship and the main wharfs, hurling grenades at clusters of soldiers.

Break into the Warehouse in the Second Shipyards



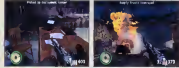
The second shipyard crawls with soldiers. Seize control of the stationary guns. Then break behind the beacon to find a ladder that allows access to the warehouse roof. Crouch as you move along the roof—and avoid fire from the roof and the yard. Nazis downpour from the roof hatch to descend gradually into the warehouse while sniping at the soldiers and the alarm bell.

Destroy the Supply Trucks and Find Dock Gates

After leaving the warehouse, you'll need to skirmish with more soldiers in the alleyway as you head toward the truck lot. Once you destroy the trucks, you'll discover the way to the docks.



In the supply-truck lot, snipe the soldiers who patrol the area. After you place explosives on three of the four trucks and destroy them, the garage door will open. Head into the building and eliminate the nearby guards.



At the end of the building's hallway, you'll find the deployment roster in an office room. Grab the roster, then head back to the lot. After eliminating any new Nazis that pop up, blow the fourth truck to reveal a passage onward.

A CHANGE MEETING

Shipyards of Lorient, France
18 August 1944—0600 Hours

After you sneak into the U-boat-production facilities, you must shut down the whole place—blowing up all beams and means of production as you creep through the shipyards.

Get the Train in Gear and Use Its Mounted Gun



Walk around the boxcars and the beds on the rail track to find a lever. Pull it—no farbot will disconnect from this cars and roll in front of the open gate. Quickly hop onto it and use the stationary machine gun to eliminate soldiers.

Send in a Special Delivery



In the open dock area, equip the Springfield '03 rifle and shoot the cable that holds a hanging crane. The cable will snap and release its load onto the soldiers below it. Clear out any straggler soldiers who patrol the area, then proceed around the back side of the warehouses, where you'll find the entrance to the production facility.

Shut Down the Engines and Grab the Blueprints



Slide up to each of three engine pans and place explosives on them—they'll blow up quickly, so maintain a safe distance. Continue through the halls and eliminate the scampers standing at a table, then collect their blueprints.

Obliterate the First U-boat



Access the production bays by blowing open the floor vent. After you crawl through the ducts, snipe soldiers in the next room from the walkway then proceed to the radio room to open the room. Pull the switch to bomb the U-boat.

Destroy the Second U-boat and the Fuel Depot



In the last production bay, snipe the soldiers guarding the second U-boat. When the ways clear, climb to the floor then walk onto the accessible side of the U-boat. Activate the gun to open the doors and blast the outside fuel depot.





NEEDLE IN A HAYSTACK

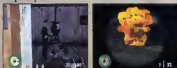
ROUGH LANDING

Dutch countryside

16 September 1944 - 1830 Hours

In the third mission, you'll parachute into Dutch territory to discover the location of an informant named Gerrit. Your first sub-mission will require you to cross fields with Corporal Barnes, who will plant explosives on each tank that he reaches safely.

Help Corporal Barnes Get to the First Tank



As you head into the first clearing, save the woman in the house from the Nazi who's harassing her. You'll then need to get Barnes to the first tank. Snipe the gas tank beside it to clear the area out of Barnes's way.

Locate the Private and Approach the Second Tank



A second soldier will join you at the bridge. You'll need to eliminate 95% of all foes to score a good medal—don't let them do all of the work. As the two of you move ahead, clear a safe path to the tank for Barnes.

Roadabout Method to Blasting the Third Tank



Sniff approach the tank that blockade the road and the bridge. Head toward the campfire tent and eliminate the soldiers. Collect the explosive nearby, then continue—you'll end up on the far side of the bridge with much easier access to the vehicle. Clear out the nearby soldiers and let Barnes do his work.

Destroy the Fourth Tank and Climb the Windmill



The fourth tank is parked beside a small structure. Snipe the gas tank beside it to clear the space of nearby soldiers. Cover Barnes as he runs to the tank, firing on any Nazis who creep out of hiding.



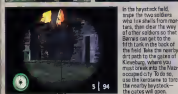
A sniper focuses on the field from the windmill. After you've sniped him, climb the ladder and crouch at the spot from which the sniper was shooting. You'll see a large group of Nazis coming from the way you just came. Snipe them all. If you don't, you won't get the higher medals, which require 95% elimination of enemy soldiers.

Fire the Nebelwerfer at the Fourth Tank



In the next clearing, snipe any three Nazis as you can before heading forward. Battle your way to the Nebelwerfer; then use the rocket launcher to strike the tank across the river. Unfortunately, you can't use the rocket launcher against enemy soldiers, so watch out for any foes who creep upon you around the nearby house.

Blast the Last Tank and Gate—Crash the Nazi Party



In the haystack field, snipe the two soldiers who look shells from mortars, then clear the way of all other soldiers so that Barnes can get to the fifth tank in the back of the field. Take the nearby dirt path to the gates of Kleeberg, where you must break into the Nazi-occupied city. To do so, use the kamikaze to torch the nearby backyard—the gates will open.

THE GOLDEN LION

Kleeberg, Holland

16 September 1944 - 2000 Hours

You must infiltrate the Dutch town and hook up with a resistance contact in the Golden Lion pub. Along the way, you must destroy Nazi vehicles and hitch a ride with a fellow agent.

Gear Up for Vehicular Sabotage



In the first parking lot, snipe the enemy as it can't alert more soldiers to your presence. Then head into the lot, take out all soldiers and collect the car-disabling tools from the adjacent lot. Disable all cars in the area.

Rendezvous with Fox in the First Town Square



Agent Fox won't drive you through the square until you rid it of Nazi threats. Snipe soldiers—and the enemy—in the square. Disable all vehicles, then use the stationary revolving gun near the alarm to pick off all patrolling Nazis.

Top Honors for Sloppy Espionage?



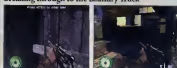
Generally, if elements are activated, more soldiers will show up. In the first town square, for instance, snipers will also appear on rooftops and in windows. You may want to activate elements yourself—that way you can eliminate everything and earn a higher sub-mission medal.

Trucking into the Second Town Square



After you clear the first square, hop in the back of Fox's truck. As you're through the streets, take out all enemy guards as you can. Fox will stop in the second square. He'll move again after you eliminate the enemy, cars and guards.

Breaking through to the Laundry Truck



When Fox stages his truck at the bread gate, fight through the nearby door and unlock the gate from the other side. When he drives to the next square, climb into the laundry truck and steal a disguise.

Sneak into De Gouden Leeuw



Tip the pub's piano player. He'll play and get the soldiers singing—a valuable distraction. Sneak up the stairs, then shove the rugs onto the back porch, which will start a fight—another distraction. Sneak through to your contact.

OPERATION REPUNZEL

Dorne Manor, Kleeberg, Holland

16 September 1944 - 2215 Hours

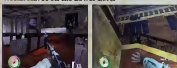
You learn that Gerrit is imprisoned in a Nazi-occupied manor, which is also the resistance's HQ. You'll need to acquire secret documents and rescue Gerrit to complete the final sub-mission.

Hide Behind Your Papers & Nab the Kitchen Key



You'll wear a catman's disguise, so don't blow your cover—hold your identification papers in your hand until you enter the side door. Then blast your way upstairs and grab the kitchen key from the wall peg.

Wreak Havoc on the Lower Level



In the kitchen, take out the chef before he throws knives at you. Proceed through the dining room and the music room until you reach the courtyard. Plant a grenade over the lamppost to destroy a group of soldiers.

Plunder the Grand Hall



If the guard at the podium spots you, he'll fire a rocket launcher and bring down the upper walkway. After you eliminate him, collect the STG-44 gun next to him, then collect the map box and the parking directly overhead.

Collect the Valuable Documents



Secret documents are made one of the clocks. You'll need to shoot the correct clock to find the documents. Several adjoining rooms are packed with clocks—don't waste your time blasting them all. In the billiard room, blast the cuckoo clock on the wall to find the documents.

Inside Resistance HQ's Secret Passages



The secret passage will lead up to a penthouse that sits atop you from an inner room. Crouch at the penthouse's base, then lob a grenade into the room to clear the space of soldiers from that you've eliminated all of the Nazis, then peek through their fallen bodies to find keys to the nearby door where Gerrit is being held.

Clear the Courtyard Before Rescuing Gerrit



Before unlocking the door and rescuing Gerrit, clear the courtyards and the clock tower courtyard of all enemy forces. Then return and rescue Gerrit—he'll head toward the balcony next to the courtyard. When he reaches the balcony, push him to the bay below. Jump after him safely by landing in the bay. Steal the nearby vehicle to wrap up the sub-mission.

MULTIPLAYER

STAY IN SHAPE WITH WAR GAMES

Medal of Honor: Frontline for the GCN has a major feature that's not included in the PlayStation 2 version—a multiplayer mode for two to four players. The war games span battle locations all over Europe and offer many multiplayer options.

Axis, Allies and Otherwise



The multiplayer mode allows you to select from weapons sets that draw from single-player weapons—from the explosive Sten Gun to the sophisticated Panzerfaust. You can also select from various German maps—bridges, ports, mined towns and more—and choose the time limit and mission goals.



CHARGE INTO COMBAT

After stealing the Nazi documents, you'll embark on a follow-up mission to learn more about a secret weapon that's in development. So gear up and head out! Medal of Honor: Frontline has the highest historical stakes of any game in some time. Can you fulfill your pivotal role?



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EPIC CENTER

Nothing brings tears to an RPG fan's eyes like an old-fashioned dungeon hack. Run around, get a big sword, take out monsters, get a bigger sword, take out more monsters, get a really insanely huge sword... now that's living! We'll take you through the bulk of a new dungeon-crawler for the Nintendo GameCube—Baldur's Gate: Dark Alliance—and also toss in some exciting, late-breaking news.

EPIC NEWS

The Return of the Kingdom

Actionism games has announced plans to release a sequel to the Nintendo GameCube action-RPG, *Lost Kingdoms*. The original title placed you in the shoes of a princess named Karla, who was forced to defend her land from hordes of monsters. Her only weapon was a deck of cards that could transform into creatures such as skeletons, mummies and dragons. The card-battling game was deeper and more rewarding than many titles of its genre and featured a two-player mode in which friends could battle each other.

Developed by From Software (who also created the original title), *Lost Kingdoms II* takes place two centuries after the original game. The sequel boasts 26 all-new worlds and more than 200 different cards (100 of which are new to the *Lost Kingdoms* universe). It retains the multiplayer feature but also allows single players to battle in the multiplayer combat arenas. *Lost Kingdoms II* is expected to launch in spring of 2003.

More Lore of Yore

Atari Software, the same company that released such cult classics as *Cultiverse* and the *Ogre Battle* series in developing and publishing Lufia: The Ruins of Lore for the Game Boy Advance. Previous Lufia games were on the Super NES and Game Boy Color, and *The Ruins of Lore* will be Lufia's first outing on the Game Boy Advance.



The title stars a young man named Hidan and his buddies, Torma and Ramz. An evil nation called Gexia has begun to invade neighboring kingdoms in attempts to find a mythical beast. If Gexia's leader—an egomaniac named Ragula who has dreams of world domination—finds the beast before the heroes do, he will be able to merge with it and become indestructible.

The title has many cool features, including an option to link up to four GBAs. Once linked, players can either explore a secret dungeon or swap items. The dungeon is called the Ancient Cave, and it contains rare items that do not appear anywhere else. The Ancient Cave is also randomly generated, which means you can play for years and never see the same level twice.

The main quest, however, is a single-player affair. You can have up to eight characters in your party at a time. You can also rub party members in and out during battle (which gives you much-needed control over who levels up and how quickly). The game boasts 11 character classes and tons of new items, spells, armor and weapons. Finally, you can recruit monsters and convince them to fight for you. Monsters can learn new spells and evolve into different forms or even merge with party members during particularly tough battles. If previous games in the series are any indication, Lufia: The Ruins of Lore will be a deep, engrossing RPG with plenty of secrets. The title should arrive in the first few months of 2003.



EPIC TACTICS

Baldur's Gate: Dark Alliance is a classic title from the Dungeons & Dragons universe, and the EC editors have created a massive walk-through. We played the game in Co-op Multiplayer Mode, but the strategy works just as well in Single-Player Mode.

CHOOSE YOUR WARRIOR

Human Archer



Humans are well-balanced, and the Archer's stats reflect that middle of the road quality. He can destroy a number of magic spells (mostly witchery-related) and also handle both one- and two-handed weapons. Melee combat isn't his strong suit, so expect to spend most of your time launching arrows into evil.

Dwarven Fighter



The Dwarf is the easiest character for beginning players. His strategy is simple—run up to enemies and attack them as quickly as possible. He has tremendous strength and the ability to carry more treasure than any other player, but he's limited by weak Charisma and almost no magic aptitude.

Elven Sorceress



The Sorceress has a wide range of magic, but she's very weak at the beginning of the game. She can't use two-handed weapons, and because she's weak, most heavy armor will be too much of a burden to use. Once she gains a few levels and learns more spells, however, the Elf is almost impossible to stop.

The Elfsong Tavern

As your adventure begins, you learn that thieves have waylaid you and stolen your belongings. Learn about the town from the Elfsong Tavern's patrons, then talk to the barkeep to receive a quest.



The bartender is located behind the counter. She'll tell you about the tavern's history if you ask.



The large, bearded fellow in the corner buys and sells weapons, armor and other items.

QUEST 1: RATS!



Accept the quest from Alyth (the bartender), then descend into the sewers and start eliminating rats. The furry vermin aren't tough, but they attack in groups of two and three. The Elf should use the Burning Hands spell while other players stick to weapons. You'll earn 200 EP and 75 gold for taking out the pests.



QUEST 2: STOP YER WINNIN'



To fulfill Nethesh's desire for a drink, get a Bottle of Fine Wine from the sewers. After you blast the final rat, walk down a hallway and enter the next room to find the bottle. Nethesh will give you 100 EP and an Extra Healing Potion in exchange for the bottle.

QUEST 3: ETHON IS GONE

After the wine quest, speak to Alyth again. She'll ask you to find Ethon in the sewer's lower levels. You'll earn 300 gold, 400 EP and an Amulet of Dexterity for your trouble.



It isn't as hard as it looks to be the Bugbear Chieftain. When you enter his lair, he will send hordes of Kobolds (or all goblinlike creatures) to attack. Run into the doorway and take them out 1 by 1 at a time. When you go after the Bugbear, watch out for his swinging club.

QUICK TIPS

Time Heals All Wounds

If you're low on health or magic, stand in a room that you've already cleared until your meters are full again.

Bust the Barrels



You can use magic weapons to bust open barrels, crates, jars and more. Smash everything—you'll often find treasure inside.

Powder Kegs



Some barrels are actual traps of gunpowder. Don't break the exploding barrels or you'll take massive amounts of damage.

Recall to Safety



Always have at least one Recall Point. Use the portals to return to the hub and sell your loot whenever you run out of inventory room.

We Have Many Fine Deals . . .



High Charisma equals lower prices in the shop. In *Multiplayer Mode*, have the person with the highest Charisma do most of the trading.

Are You Experienced?



When you level up, try upgrading your *Widow*. The higher your *Widow*, the more Experience Points you'll earn in battle.

Stay Alive! I Will Find You!



In *Multiplayer Mode*, you can revive a fallen partner. Simply touch a Save Point to have your squashed friend respawn.

QUEST 4 TALES FROM THE CRYPT



After you free Ethon, a mysterious Jeweled Mask will appear in the Elfing's Shrine. He'll ask you to find a necklace in the Shrine of Suffering. When you return, he'll give you a Magic Mace and 300 EP.

QUEST 5 KEISSEN MAKE UP



QUEST 6 JUST THE ARTIFACTS

When you enter the shrine, a priest will ask you to destroy an artifact that is raising the dead. Accept, then head for the shrine's interior. (You can take on quests four, five and six in any order, but you'll want to speak to all involved before descending into the shrine.)



ORB OF THE UNDEAD



The evil artifact is called the Orb of the Undead. Enter its chamber and attach it while it's on the pedestal. When it floats, run away from the on-storms (it summons, trap them in a corner and hit them not once or a few. (The sooner each Burning Barrel and the orb's arrows will help). After you destroy them all, return to the Orb and attach it now. Focus your attacks on the Orb while it's vulnerable, even if it means taking damage. You'll get an Amulet of Protection and 750 EP for destroying the foul artifact.

QUEST 7 A SPICY OFFER



QUEST 8 JOIN THE CLUB

A cloaked stranger is waiting for you in the Elfing. His name is Jherok, and he wants you to join a militia called the Harpers. Accept his offer, then descend into the sewers again to end the Thieves' Guild. The entrance is hidden next to the cell where Ethon was held.



Beware Booby Traps



All manner of traps and tricks protect the Thieves' Guild. The first you'll encounter are sections of floor that warp under you. Jump onto the first floor's platform, then look for a sturdy one nearby and leap to it. (Platforms that are about to drop will blink momentarily, while sturdy ones do not.)



Another dangerous trap is a pedestal that fires either fireballs or arrows—you'll often find them grouped closely together. Watch them shoot to learn their patterns, then run through the enemy fire as soon as you spot an opening. Be sure to save your game on white walls in the Guild.

KARNE



Karne is the Thieves' Guild leader and a powerful warrior who will often rush and stagger in one part of the room. The Elf and the Harpers should fire on him from a distance. If you're a Dwarf, charge in and start backing away. Bring along a lot of Restoration Potions and use them whenever your health drops below 50%.

Eyes on the Prize



There's already a grip on the Guild's third floor—large eyeballs pop out of jars and shoot at you. If they hit you, your character will suffer an instant 1-blink. Look in each room for a mirror (or several) that will drop the eyeball back into its jar. Use the D Stick to move the camera and use the eyes while you're hiding behind walls or other cover.

KANTAM

The boss of the first stage is Kantam, a mighty Scholar. It will attack both with magic (Magic Missiles, Fireballs and more) and by trying to hit you. Keep your distance.



The Harpers and the IM can attack from side and below. The Dwarf must attack directly—but the Scholar a couple of times, then move to a new spot and strike again. With two players, attack from different directions to confuse Kantam. You'll get a Magic Long Sword, a Magic Shortbow, 2,000 gold and 2,000 EP for defeating the boss.

Take a Walk on the Wind Side

The next area starts with a long trek down a sheer cliff. You won't be able to Recall until you reach a Dwarven Mining Camp, so grab plenty of potions before you leave Balzur's Gate.



Dwarf Dwellings

The new shop in the Dwarven Camp stocks lots of expensive gear. The Elf should get whatever armor she can afford (and carry) while the Dwarf and the Harpers upgrade their weapons.



QUEST 9 FIRE ON THE MOUNTAIN

Look like a Dwarf with an exclamation point over his head inside the Dwarven Mining Camp. He'll tell you to climb Burning Eye Peak and light a large torch. You must collect three items (Flint, a Torch and an Oil Flask) to complete the task.

Flint in the West



The Flint is made in ice caves in Burning Eye Summit West. There are plenty of easy creatures along the way, including yellow-skinned Digs that attack you with snowballs. If a snowball hits you, it will slow you down. Use the B Button to block incoming snowballs with your shield if equipped.

Torch in the East



You'll find the Torch first (the torch that you have to light, but a smaller one in Burning Eye Summit East). There's an abandoned camp in the east where you can find lots of valuable weapons and treasure. Don't forget to search the weapon racks for bowties. To search, walk up to a rack and press the A Button.

Oil at the Peak



The Oil Flask is at the base of Burning Eye Peak. Before you climb the mountain, look for an abandoned road that leads west. It's hard to find—you may want to bring up the map. The Oil Flask is inside a cave at the end of the trail, next to an injured Dwarf.

Torched



Once you have all three pieces, climb Burning Eye Peak and light the Torch. Fighting when you're on the trail will attack with lightning bolts. Walk close to them, then run away when they start to fire the bolts. After firing lightning for a bit, the creatures will climb—at least, when they are small. For defeating the boss.

QUEST 10 MINE OVER MATTER

Lighting the torch will draw a Dwarf and let you get the Mine Key. Use it to enter the mines in the Dwarfen Camp, then start clearing the underground of Dark Elves. Use your map to find every nook and cranny.



You must find three Golems in the Mine's first floor before you can access the second floor. The boss battle is on the third floor. Watch out for the Dark Elves—they will attack with arrows and magic spells.

ILVARRA



Elf Queen Ilvarra will attack with many kinds of magic. She also likes to vanish and reappear in different parts of the mine. It is Karno. She's not very strong, however. If you vanish in and attack with a powerful magic weapon, you'll take her out in no time. You'll get 3,000 gold and 2,000 XP for slaying the boss.

Saved from the Mines

A member of the Harpers is being held inside the mines (on the right-hand side of the room in which you battle the Queen). Free him with the key you earn from the boss battle.



Into the Woods

Your next quest takes you through a deep, dark forest and into a vast ice cave. To access the forest, go to the shop in the Dwarfen Mining Camp and walk north.



The woods are chock-full of large and terrible creatures. Pay special attention to the vipers. They aren't very tough by themselves, but a pack of vipers can surround your character and take him or her out before you know it.



Previously, when you'd vanished appeared bright on your map and explored regions remained dark in the woods, however, all are now lit up. You'll have to circle back many times to make sure that you've destroyed your foes (You don't want to take out every enemy, but you will earn more XP by doing so).

QUEST 11 ICE CAVE CRASHING

The ice cave is at the north end of the woods. Once you enter the cave, you'll have to fight past a host of monsters—some of which are invisible. To find a hidden foe, stand in the water and look for approaching ripples.



Another beast in the ice cave is the Frost Giant. The behemoth towers above your character, and it crushes you flat with one stamp of its foot. For melee combat, attack it briefly, then fan away and attack from a different side. For the Elv, fire and lightning-based attacks work very well.



Leave the Tomb



The portal in the back of Ciraxis's bar leads to the Marsh of Chimeria. Again, you won't be able to proceed until you find a safe spot, so you should buy potions and sell any extra items before building the digger and then use your map to leave a price list treasure behind.

The Marsh of Chimeria is an inhabitable place. The monsters are mostly zombies and undead men, and pose a serious problem. If you see a green cloud, avoid it. Since you're poisoned, you'll lose energy until the effects dissipate.

QUEST 12 YOU ARE THE LIZARD KING!

A terrible tragedy known as "The Great Drowning" has befallen all of the marsh. To set things to rights, you must take down the lizard king—an angry fellow who goes by the unpronounceable name of Seel'ith.

Reptile Friends



Look for a small straw hut at the end of the marsh, then speak to the lizard there. He will wear a phyllophagous on the Great Drowning and fill you in on the marsh's history. The kindly lizard can also buy and sell goods or watch while you sleep so you can restore health and magic.

Vine-a-Gone



There's only one way to the lizard king's hide-out, and it's blocked by a thick wall of vines. Speak to the loyal seahorse to get him to drop the vines. If you want to skip through the tangle of vines and get to the action, press the A button in the conversation.

Plot a Course



The area behind the vine wall is a labyrinth of swamps. Speak to all looks like there, it can be hard to find your way. It's a good idea to bring up the map screen and leave it there while you wander around.

Fire in the Hole



Some hard men will attack by throwing firebombs. You can identify the fire-wielding creatures by looking for a small scorch on their left or right hip. The firebombs can drain your health in a heartbeat, so try to take them out as soon as you see them.

The Keep



Seel'ith's final line of defense is an ancient castle keep. You'll have to enter the castle and destroy all the wild drivel until you want to take out the crooked lizard king once and for all.

Purple People Eaters



Watch out for large, purple creatures with two small antennae on their heads—they can eliminate your character in one or two hits. Attack them from afar, using Magic Missiles or another spell for the Elv, and always for the Dwarf and the Human.

Barrel of No Fun



There are also Kobolds in the keep. Although the creatures are usually no more than an annoyance, some of them are carrying exploding barrels. Be careful! What you're saving at—you can really eliminate yourself with a pretty finger.

SEEL'ITH



Seel'ith relies on brute force, and he'll try to end the battle quickly. If you are the Elv, use your Lightning spell—it drains health quickly and tends to freeze the king in place. Other warriors will have to use arrows or the run-and-gun method. Attack, retreat and attack again.

The End?

Of course not! You still have to slog through the rest of the marsh and make your way up a tower filled with four beasts. You're almost there, so good luck!

SECRETS AND EXTRAS

After you beat the game once (on any difficulty setting), a few more options will become available. Take a sneak peek to see what you can unlock.

The Gauntlet

The Gauntlet is a maze that you must escape in less than 35 minutes while destroying every single creature. If you dare to brave the Gauntlet, you will get to play as a new character, an Elv named Dorian. At first, you can use him only in the Gauntlet.

Extreme Mode

If you beat the Gauntlet, you will unlock Extreme Mode. The new difficulty setting is just that—difficult—but you can import the character you used to beat the game the first time, along with all of his or her skills. A built-up Chew becomes the best character to use in Extreme Mode.

Unlockable Characters

Finally, if you manage both to clear the Gauntlet AND to beat Extreme Mode, put yourself on the back—that's an award! Your reward is a new playable character for the main storyline. Dorian the Elv is addition to having lots of cool magic, Dorian also uses two swords at once.

ETERNAL DARKNESS

Sanity's Requiem

Nintendo Power recently sat down with Silicon Knights, the designers of *Eternal Darkness*, and spoke about the lengthy research and development process that led to the final game. Now you can learn secrets of the game creation process and find out more about the *Eternal Darkness* world straight from the source.

Pious Augustus

Pious Augustus is the primary villain in *Eternal Darkness*. In keeping with the theme of "ordinary people in extraordinary situations," he is a Centurion in the Roman army. There are higher and more interesting ranks, but they would have provided Pious with the very things he seeks—power and glory. We wanted to make him a cynical man with ambition who would accept power as soon as it was offered to him. At first, Pious is far from evil. He has worked hard to be where he is and feels as though the Roman Empire has turned its back on him.

Thematically, we placed his character at the birth of the Roman Empire—a time when the Republic of Rome has dissolved and a single emperor, Augustus (Octavian), Caesar speaks for the senate. To many historians, this represents the beginning of a major expansion in the Roman Empire. However, it is also the beginning of its downfall. With power-hungry megalomaniacs jilted banquets at its helm, Rome will expand and expand again, before finally falling to its own corruption and decadence. It seemed like the perfect backdrop for *Eternal Darkness*.



Tamerlaine

Tamerlaine was a very real person. The name Tamerlaine was a western corruption of his real name, Timur-leng, which means Tamer the Lame. (He received the name after being partially crippled in a hunting accident.) A descendant of Genghis Khan and a superlative general in his own right, he campaigned across Asia and expanded his empire into India and beyond. While Tamerlaine spread terror in the hearts of free people everywhere, he also sowed the seeds of dissent—his own troops would often revolt when they left a conquered land. Although he shared the martial prowess of his ancestor, Genghis Khan, he lacked his political skills. Today, Tamerlaine is revered by some as a folk hero who created an empire that spanned an entire continent, while others think of him as only a bloodthirsty warlord.



Maximillian Roivas

Max's story was fascinating to create. We had to work in a historical period that we initially knew very little about. The time period also limited us on items and equipment. At first, we were going to give him a Bowie knife, but that particular weapon wasn't around in 1760. Max's costume also went through many revisions (fixed and detachable wig, moustache and the like). The sailor was another point of contention. In 1760, the indigo sailor was a relatively recent invention, but today no barbershop would be without one. So what was exciting to Max may not be exciting to the player. This sort of problem came up time and time again. Content had to make sense to the time line, the character and the player.



Edwin Lindsey

Cambodia during Lindsey's time is in a state of political turmoil thanks to the communist Khmer Rouge. This is a dramatic backdrop for the archaeologist and also gave him a reason to carry the firepower that he did. When we researched Cambodia, we found that recent advances in satellite technology revealed that the area around Angkor Wat (an ancient city/temple and well-known tourist attraction) was filled with other temples that had been overrun by the jungle. This piqued our interest—what else was down there? Another fact sealed the choice (of Cambodia as a location) completely. Hindu temple architecture is based on the idea that the universe is made from concentric rings, or layers. This seemed to support the idea that the temple might tie into our Magick system, which is also based on rings and circles. The idea that things in

our world might actually have supernatural purposes—that there is a will of reality that we can't see beyond—is one of the cornerstone concepts of *Eternal Darkness*.

As a side note, since Lindsey had a few scenes with our villain, Pious, he had to be a good counterpart. Pious was very calculated and formal, and that's why Lindsey is spontaneous and flippant.



Edward Roivas

Edward is the core character of *Eternal Darkness*. It is through his writings and research that Alexandra discovers the information and strength to fight the Ancients. For Edward's character, we wanted to have a weak individual who is strong at heart—strong enough even to take up extremely powerful weapons and confront the Ancients at point-blank range.

Most video game heroes are just that—heroic. Edward needed to be something different, or there wouldn't be much horror in *Eternal Darkness*. You can only achieve a sense of horror through the character's vulnerabilities or failures. If only the strong people rise to meet adversity and handle it effortlessly, the sense of urgency and danger is lost. Thus, we wanted to make him an interesting contradiction—weak body, strong mind. That's why we gave one of the weakest characters the biggest guns and the most responsibility. At one point, the story even included one of the other, stronger characters taking his own life in Edward's presence rather than face the Ancients. This scene was eventually removed because it was considered far too grim.



Chattur'gha

Chattur'gha (Chatt-ur-g'ha) embodies control of the physical and is represented through sheer brute power, violence and strength. Gnashing teeth, crushing claws and scything blades are the hallmarks of Chattur'gha and his guardian races. They are hulking, brutish creatures that exist to crush and devour all that stand in their way.



Ulyaoth

Ulyaoth (Oul-yowth) represents the magic of time and space. To Ulyaoth, the universe is a plaything—and it has grown bored with it. It has seen all that there is to see, both in this dimension and the others. It is distant and apathetic and cares little for the manifestations of life throughout the universe. Humans and other

living creatures, even its own kin, are nothing more than insignificant blights on the perfection of the universe.

Deep sea life formed the theme for many of Ulyaoth's creature designs—ethereal jellyfish, bioluminescent fish, crinoids, sea slugs and the like. We sought a graceful, ghostlike and dramatic look.



Xel'lotath

Xel'lotath (Zell-lot-ath) is the spirit of madness. She (if it can possess a gender at all) is the product of sheer lunacy. Her creatures are constructs of magic without any real reason or function—mis-

shapen arrangements of arms and legs with joined torsos and hands replacing feet. None of Xel'lotath's guardian races have heads. They are unthinking automatons under the mental lash of Xel'lotath!



Gatekeeper

The Gatekeeper was initially conceived to be a creature that gave rise to the vision of the Grim Reaper, the personification of Death. We wanted to give the impression that the Ancients had affected every aspect of our existence—giving rise to myth and even our instincts themselves. We wanted to show that we might be something created by the Ancients and base our legends on it without even realizing it.

Originally, the Gatekeeper would attack the player and use the blood drawn by its tail to inscribe a circle that summoned creatures. This was the counterpoint of what the player originally had to do to cast a spell—wiping

each rune upon the ground. As the action of the game sped up and we moved from the Nintendo 64 to the Nintendo GameCube, Magic was more heavily relied on and that form of spell-casting was abandoned.



Things You Might Have Missed



By looking at the pictures inside the *Forces Mosaic* with a low Sanity Meter, you'll see some truly bizarre artwork!



If you speak to employer characters while your Sanity Meter is low, they'll offend you by telling tales about terrible things.



Have Max perform monologues on monsters, then examine the cutscenes in a later level to hear Max's own descriptions of the creatures.



Find people with fancy Always keep an eye out for humans with odd inkings, including the detective in the opening cinema scene.

Eternal Darkness: Sanity's Requiem is the culmination of four years of labor, and Silicon Knight's attention to detail shines in every frame, but be warned: traveler—*Eternal Darkness* is not a game for the faint of heart! It contains violence and gore,

as well as many disturbing images and story lines. If, however, you are an older gamer who appreciates a good intelligence story, you won't find a more engrossing game anywhere. **A**

METROID FUSION



Samus Aran's quest to wipe out the X parasite infestation continues in part two of our Metroid Fusion strategy coverage. It begins with Ice Missiles.

SECTOR 5 : ARC

Slap into the cold of Sector 5 to earn a freezing weapon.

At the end of last month's Metroid Fusion coverage, we guided you to the Varia Suit data. You'll need the protection that the Varia Suit affords you to withstand Sector 5's cold temperatures. Descend into the icy domain and start exploring.



| MASTER MAP KEY | |
|----------------|-----------------|
| Base Room | Slammer |
| Recharge Room | Minibot Test |
| Recharge Room | Energy Tank |
| Base Room | Power Tank Unit |
| Level Data | |

HIDDEN TANKS

- After you encounter a tank tank in J13, smash the lower-left corner to reveal a real tank.
- Roll into a hidden hole in L14. Defeat enemies, let them reform, freeze and jump onto them as you climb to J16.
- Use two Bombs in the upper-right corner of F3 to reveal a Missile Tank. Jump up and collect it.

Sector 5 Shuffle



Before you can reach the Ice Missile data, you must unlock Level 3 hatches from the Sector 5 Security Room. As you search for the computer console, you'll find a Missile Tank. Next, open a hole from the top of the left ladder in area G5, employ the Speed Booster to reach Secret Blocks in J15 and take on five flying enemies in J12.

Drop and Helock



The Security Room is in area L7. When you drop to K13, plant Bombs in the middle of the floor. You'll break through to L13. Run to the left from there and head for the Security Room.

Platform Pause



Using the Ice Missiles, you can freeze enemies in place then use them as platforms. The techniques will allow you to reach some otherwise inaccessible areas.

Data Delivery



The Ice Missile data download is in sector G15. When you reach the top of the vertical passage in B, fire at the ceiling to break through to the next area. Jump up, run to the right and head for the target.

Escape from Sector 5

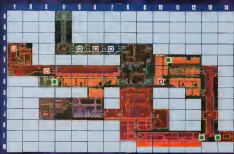


After you make the plant in K12 grow, freeze it, then run over it as you hold your Speed Booster. When you reach K12, break through a passage in the left wall then roll to K11.

SECTOR 3 : PYR

Investigate an emergency in Sector 3 and neutralize the problem.

The main boiler's cooling unit is verging on a meltdown, and the entire research station is at risk. From the time that you find out about the problem in Sector 5, you'll have six minutes to run through Sector 3 to fix it.



HIDDEN TANKS

- After you survive the long, hot corridor that starts in F7, you'll find a Missile Tank in F5.
- Use Speed Booster power to launch upward in F3, then walk around to the Energy Tank in G5.

Dry Run



On your way to the cooling unit, you'll see Sector 3's overbearing environment due to the right from the start, opening hatches as you go. You'll blast through Secret Blocks in D6. When you reach L12, grab the horizontal ladder on the ceiling and climb over the balking lava pool.





The Ion Missions that you earned in Sector 5 will help you navigate Sector 5's lower sections. Use them to traverse the long-necked assassin in the vertical passage and the small enemy that crawls over the breakaway platforms in J3.

MAIN DECK

Search for signs of life on the Habitation Deck.

The computer has detected life-forms that may not be infected by X parasites on the Habitation Deck, in the upper reaches of the Main Deck. Take a ride on the Main Elevator and investigate.



HIDDEN TRANK

Run to the left from G2. Blast through Beest Blotch in G4 and collect a Missile Tank.

Forward and Upward



The last time you were on the Main Deck, Level 2 hatches were locked. Now that they are unlocked, you can open a hatch in F32 to reach the Habitation Deck elevator. Freeze long-necked enemies in G10 and R10 for a boost to the top of the deck.

Habitat Workaround



A special hatch blocks the way to the Habitation Deck door release in A8. Blast through a Beest Blotch on the right side of A8, then use the Speed Booster to break through the floor in G7. Jump through a hole in G7's left wall and climb up a vertical passage to the top of the deck, freezing enemies with Ice Missiles along the way.

BOSS BATTLE: Acquire the Wide Beam



When you reach the target in J3, you'll witness a Com-X consuming a parasite. Hit the creature when its eye is open and jump out of the way when it turns back. After you defeat the enemy, drop into the hatch and activate the cooling unit.

SECTOR 5 : ARC

Return to the writhle center for Power Bomb data.

Power Bombs have a wide blast radius that affects all enemies and destructible objects in your immediate area. You'll find the Power Bomb data in the Sector 5 Data Room. Descend into the sector's frozen corridors and run to the Data Room.



HIDDEN TRANKS

- Defeat the enemies in F4, then jump up through a hidden hole to a Missile Tank.
- After you run from the SA-X in the lower section of Sector 5, you'll find a Power Bomb Tank in M8. Use a Power Bomb to blast away the blocks and collect the prize.
- Use a Power Bomb in L8 to reveal a vertical passage. Climb and collect a tank in G5.
- Enemies float over breakaway blocks in G6 and G8. Set a Power Bomb to reveal the blocks, then freeze the enemies and use them as platforms on your way to G2.

Pick up Power



The Power Bomb data, developed in the Data Room where you found the Ice Missile data. Drop in F5, then run to the right and work your way to G10. You'll run through a one-way shutter on your way to the room—you will have to find another way back to the Sector 5 entrance.

Drop, Blast, Drop



Use several Bombs to blast the floor in G14, then drop to L8. When you see a Power Bomb in L10, you'll open a path to another unexplored area. Drop down and investigate.

Return to the Upper Reaches



A Power Bomb blast in area M8 will reveal a ladder on the left wall and shake in the ceiling. Climb up, run past the Security Room and climb to the top of the next vertical passage.

SA-X Encounter



When you reach area M8, the SA-X will appear. Jump over a tall barrier, use a Power Bomb at the wall and roll into the higher of two narrow passages that open.

Blast through Barriers

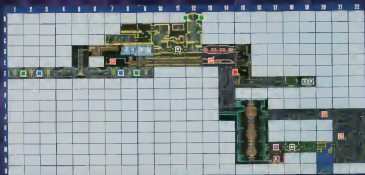


Large organic barriers block passages in H8 and G10. Use your Power Bombs' mighty blasts to destroy the barriers, then collect the parasite they leave behind.

MAIN DECK

Return to your ship for information about a new threat to the research station.

When you reach the Navigation Room in Sector 5, your ship's computer will ask you to return to the ship. It has news about a power shortage that has spread from Sector 2 to the lower-right section of the Main Deck.



Main-Deck Detour



As you ride up to the Main Deck, the elevator will freeze in the middle of the ride! Detonate a Power Bomb to blow open a passage to the right, then continue through the Main Deck underground, bursting through barriers with your Speed Bomber.

Power to the Core



After you visit your ship, plant a Power Bomb in 5/5 to open a passage to the Reactor Core. Battle Zerkovian Space Pirates and continue to open new passages through the maze-like network of passages with more Bomb Blobs.

BOSS BATTLE: Acquire the Space Jump



Avoid the giant spider by walking in a corner in Morph Ball form, then hit the spider's glowing mouth with Missiles. When it loses its legs, keep it from getting close to you by hitting it with charged Wave Beam blasts.

Space-Jump to Sector 2



Use your new Space-Jump ability to reach the power switch in M5, then find a passage to Sector 2 in J15. Recharge at your ship before you continue. You'll need a lot of energy in the next area.

HIDDEN TANKS

- Use a Power Bomb in E5 and another one in C7 to reach a Power Bomb Tank.
- After you run through Green Blocks, use a Power Bomb in L13 to reveal a tank.
- Use a Bomb in the left end of L22 to break through to the M-made Tank in L25.

SECTOR 2: TAO

Get to the root of the power problem in Sector 2.

An X-parasite-controlled plant has worked its roots into the station's wiring. Before you can restore the power completely, you must destroy the plant.



The Hunter Is Hunted *AP*



When you drop into E12, the SA-X will make another appearance. You can't win your first two for a rematch with the Monster, but you can't defeat it. Use Power Bombs to blast through barriers and run to the left. Hide on the left side of E12 and wait for the creature to walk away.

Search the Sector



After you hide from the SA-X, fire through the Heart to KD with Missiles. Advance to I12, fire through the ceiling and Space-Jump up to E12. Hit the giant guardian eye with a Missile and move on to the boss battle.

HIDDEN TANKS

- Space-Jump up to J6 and blast through the wall under the ledge to reach a tank in J6.
- Force floor tiles upward in J6 and use them as platforms to reach a Power Bomb Tank.
- After you collect the tank in J6, you'll have to LE. Use a Power Bomb to reveal another tank.
- Jump up against the right wall in F12 to grab on to a passage to a hidden tank in F15.

BOSS BATTLE: Acquire the Plasma Beam



Clear away the projections that aim to knock you into the deadly green plants. Then focus your Missile fire on the large plant to the right. Duck or jump to avoid the plant's beams and keep firing Missiles.

X PARASITE EXPLOSION

End the infestation.

You've come a long way, but your journey is far from over. The X parasites continue to spread as you search the station for a way to get rid of them for good. Along the way, you'll fight a new version of an old enemy and you'll finally go head-to-head with the SA-X. ☛

ARENA

ARE YOU GAME?

CHALLENGE

You all knew it was coming, and now it's time to separate the true gamers from the winno-bes. Grab a copy of *Metroid Prime* and start playing. When you defeat the final boss, you will see a screen that records how fast you beat the game and how much of it you completed. We're looking for the five players with the lowest times. Snap a shot of your end screen, then send it to us at the address below. We will pick the top five persons with the highest percentage and lowest time.

METROID PRIME

NP SCOREBOARD

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27 40
26 64
25 84
25 21

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Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of the photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Winners must be received before **February 4, 2005**.

THE NUTS & BOLTS

[illegible]

TIME KEEPS ON TICKING



GOTTA GRAB IT ALL



CAUTION: TWISTED CHALLENGES AHEAD

- In James Bond country
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LARA CROFT—SHE'S INTELLIGENT, TALENTED, ATTRACTIVE,
AND EVERY EVIL WIZARD'S WORST NIGHTMARE.

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LARA CROFT TOMB RAIDER *The Prophecy*

Adventure Lies Beyond the Pages of History

Lara Croft, the daring and beautiful Briton, makes her first appearance on the Game Boy Advance in Ubi Soft's *Lara Croft Tomb Raider: The Prophecy*. With the ancient Tome of Ezekiel as her only guide, she sets out in search of three mysterious stones and the dark truth behind them. Little does she know what dark secrets the Tome of Ezekiel holds.

MS. CROFT'S ENEMIES, ITEMS & WEAPONS



Tombs often house hostile creatures. Lara encounters wild wolves, undead soldiers and wizards within the temples she explores. Over enemy heads between you and the magical stones you seek. Keep an eye on your health—especially when battling a large number of enemies.



Lara has three types of firearms at her disposal. She will begin her adventure with a heavy pair of handguns, and the crossbow Uka and Golden Gun in her travels.



Look for Small and Large Medikits to replenish Lara's health when she is hurt. Medikits are often hidden in small rooms and on ledges off the main route. Explore each level thoroughly before leaving for the next—every Medikit makes a difference.



Advanced Blood
Interface

First Destination: King Heart's Temple, Switzerland

Lara is dropped off atop the snowcapped slopes of Wolf's Fang Peak, where her quest for the mysterious stones begins. Carrying a few meager supplies, she braves the Swiss elements to find the entrance to a tyrannical king's tomb.

SCALE WOLF'S FANG PEAK & REACH THE TEMPLE ENTRANCE



CLIMB FOR A MEDKIT

There's a Small Medikit at the beginning of the stage. Press B to hang from the cliff. Swings right, across the chasm, to find the Small Medikit on a ledge below. Press A to jump and grab onto the overhanging again. Shimmy left along the ledge to return to where you began.



SUMMIT OODURWAY

Climb to the top of the snowy Swiss mountain to reach the entrance to a temple. You will not encounter any enemies outside the temple, so concentrate on honing your mountaineering and gargoyle skills. Search the area and pick up the few Medikits you find.

LOCATE ALL THE SWITCHES IN THE TEMPLE



SEEK OUT SWITCHES

Inside the temple you must find switches but into the stone walls. To activate a switch, walk up to it and press B. Hit every switch—some switches will open doors to hidden Medikits and ammo, and others will lead to the exit or disarm deadly traps.



DETOUR FINDINGS

You'll need to search off the beaten path for many of the temple's helpful items. Climb and jump over every obstacle to find all the secrets. There is a Medikit stash hidden in the temple's lower-right wing. Flip any switches you find on your journey.

FIND & PLACE THE DECORATIVE BATTLE AXE



SWITCH TRIO

There are three important switches in the area displayed on the right. The first switch opens a door, and the second lowers spikes along a narrow path near the guard room. Activate the third switch in the lower-right corner to access the area outside the Decorative Battle Axe chamber.

TWO SWITCHES OPEN



THE AXE'S CHAMBER



You'll need to flip two more switches to open the door to the room containing the Decorative Battle Axe. The switches are on the left and right sides of the center chamber. Once you have the axe, return to the new chamber and climb up to the guard room. Watch out for the hungry wolves lurking inside.



PLACE THE AXE

Defeat the five bloodthirsty wolves in the guard room, then approach the guard statue directly left of the door. Select the Decorative Battle Axe from your inventory and place it in the guard's empty hands to make the center door open. Pass through the door to enter the temple's next area.

EXIT THE TEMPLE & ASCEND TO THE KING'S TOMB

ONLY THE SWIFT WILL ESCAPE



Grab the Small Medikit before pulling the lever below it. The lever starts a timer. Activate the lever and quickly use your B button to fly to the ledge, climb it and go through the door to escape to the mountains. You have to be quick to reach the door at the top of the ladder before this run ends.

VARGSTIGEN—THE PATH OF THE WOLF



Limp across the snowy crags as you approach the king's tomb. A few savage wolves will try to hinder your advance into the temple's deepest areas. But there's no mercy for Lara's quick reflexes. Enter the door at the top of the outside area to return inside.

THE KING'S ITEMS ARE THE KEY TO HIS TOMB

COLLECT THE KING'S THREE ANCIENT ITEMS



Venture through the first tomb area and into the throne. Be careful gathering items—some traps will reset once you pick up the treasures. Cool thing: If you find the King's shield, scroll, and sword.

PLACE THE ITEMS

After you've collected King Haori's Lubin, shield and sword, enter his burial chamber. Inside, place the three items on the pedestal in the back of the room. The tablet on the room's upper-left corner contains a clue about how to place the items. Hit the switch after you place them.



Second Destination: Angkor Wat Temple, Cambodia

TOUGHER ENEMIES & PUZZLES



HIT SOME SWITCHES

The second temple on Lara's path is deep in Cambodian jungle. The temple's enemies and puzzles are tougher than Lara's last encounters. The wolves, for example, are faster than the ones in the first temple and take more shots to put down.

FIND & PLACE THE IDOLS

PLACE THE IDOLS CORRECTLY TO PASS



After you locate the Heavenly Goddesses and Hell God idols, you must place them in the correct pedestals to solve pillar puzzles. The Hell God idol powers pillars, and the Heavenly Goddess idol raises them. After you use an idol, retrieve it before moving on—or you'll need the idol again.



BLACK WIZARD BATTLE
After you place the King's items correctly, a black wizard will appear and raise two skeletal soldiers. Defeat the skeletal foes first—once you've taken them out, the black wizard will make a few steps to finish you off himself. Watch out for his two magic attacks and keep moving! Use Muthito to replenish any health you lose.

Her interest piqued even more by the new taste of danger, Lara travels into Cambodia's lush jungles. New traps and enemies await, inside the vine-covered and long-forgotten temple. Lara's foes are but a few steps ahead—not far enough to evade her.



TREAD DEEPER INTO THE PALACE IN SEARCH OF THE STONES

FROM THE TERRACE TO THE TEMPLE



Exit the temple to appear outside on a lofty terrace. Walk along the terrace and jump across the gaps as you approach the next indoor temple area. Run and jump by necessity. The Control Pad and B is crucial especially large gaps between pillars. Defeat any wolves and soldiers in your way.

SEARCH ABOVE FOR SOLITARY SWITCHES



The temple's timed doors and traps will push Lara's speed and reflexes to their limit. When you flip a switch and the timer begins ticking, sprint by any means. Tempted to throw the door open? Watch out for the undead soldier waiting throwing axes near the exit.

FACE WIZARDS, USE IDOLS AND BACKTRACK FOR SWITCHES

RETRACE YOUR STEPS TO ADVANCE



The next temple area is riddled with traps, switches and enemies. You'll need to do a lot of backtracking to reach switches that will open new doors and disarm traps. Pay close attention to your location, or you'll get lost in the labyrinth halls.

THE SEARCH HEATS UP WITH FIRE & MAGIC



Time your climbing to avoid fireballs that shoot up from the temple floor in various places. A pair of black wizards await at the top of your climb. Until you destroy the two wizards, their rearmory will raise undead soldiers you've slain in the past.



THE FINAL SWITCHES

The switch that will open the door to the next area is a bit of planning away. After you do find the switch, trace your steps to locate the final switch on a high platform. Watch when doors open and traps are disarmed to keep your bearings.



IDOL KEYS

The Hell God and Heavenly Goddess idols are the keys to making it past the next area. Observe your surroundings and plan your moves to figure out which idol you'll need to place where. You must use the idols to raise and lower the pillars to the correct pair for Lara to continue.

GRAB THE BLACK STONE & DEFEAT THE WIZARDS



FIERCE FIGHTING

Lara appears atop the temple, only to be surprised by three black wizards as she stretches up the black stairs. Keep moving to dodge their dark magic, and focus your attacks on one wizard at a time. Watch when you jump—one wrong step could send you to your doom.



USE THE IDOLS & TIME THE SPIKES



Use the Hell God idol again to lower the pillar on the idol pedestal right. Jump onto the lowered pillar and hit the first switch. Stand near the spiked area and wait for the spikes to retract into the floor. Quickly step up and press B to hit the switch. Move out of the way before the spikes pop back up.

UZIS—FASTER FIREPOWER WITH A BANG



The next idol pedestal calls for the Heavenly Goddess idol. Place the idol and hit the switch to raise the platform. Retrieve the Heavenly Goddess idol and use the raised platform to reach your new weapon—the Uzi. Walk through the door near the Uzi to approach the exit.



RED WIZARD BATTLE
The red wizard is more powerful than black wizards, but the same tactics work. Defeat the wizard by using the Uzi. Watch when you jump—one wrong step could send you to your doom. Watch when you jump—one wrong step could send you to your doom. Watch when you jump—one wrong step could send you to your doom.

Third Destination: Roman Ruins, Italy

EXPLORE THE ROMAN RUINS ON A DESOLATE ISLE



INTO THE FRAY

The hunt for the final stone heats up in the Roman Ruins. Miles of black walls, undead soldiers and wizards will try to keep Lara from possessing the final stone. Black widows attack in packs and near walls, so be on your toes. The last stone won't be easy to grab from the wizards.

FOUR ROMAN-GENERAL STATUES



In the ruins, you'll need to find four statues of famous Roman generals. Remember which region of the Roman empire they came from—north, south, east or west. You'll need to place the statues accordingly in a puzzle room. Outside, take a leap of faith and run across an invisible bridge to continue.

Final Destination: Teg-Du-Bhorez Headquarters

TEG-DU-BHOREZ HEADQUARTERS—THE FINAL STAND

FRIGHTENING FOES & STRANGE MACHINERY



Wraithlike shadow demons guard the outer terrace and halls of the Teg-Du-Bhorez headquarters. They look more demonic than they are. Lara can take them out with a few well-aimed shots. Lara will need to scour every corner of the headquarters for a few missing gears to open the way to her final foe.



With the red and black stones in her possession, Lara embarks upon her treacherous quest for the third and final stone. A new sense of urgency fills Lara, for she knows if the Teg-Du-Bhorez obtain all three stones, they'll fulfill a dark prophecy of revival.



SAME OLD SWITCHES

Within the crumbling Roman Ruins lies a maze of narrow paths, switches and traps. Lara again needs to search for switches and levers to disarm traps and open doors. In the Roman Ruins, the switches are higher than ever and the traps more numerous and deadly.

BATTLE THE TEG-DU-BHOREZ BROTHERHOOD



After Lara seizes up the whole team, she'll finally face four members of the mysterious Teg-Du-Bhorez Brotherhood in a four-on-one brawl. When the cut scene ends, immediately pump up and stick right. Focus on attacks on one wizard at a time and keep moving. Use Ninjabits to help.

The Teg-Du-Bhorez will hunt Lara as long as she holds the three stones, but Lara will not allow the Third Reveal of the Great Grey One. Lara accepts her fate as vanquisher of the ancient prophecy and enters the Teg-Du-Bhorez headquarters to finish what she started.

BATTLE THE GREAT GREY ONE



Drop the three stones in their proper places to render the Great Grey One vulnerable to your attacks. Who says your Golden Gun seems and get shots in when possible. Avoid the Great Grey One's massive wheel-like pressure to recover. Jump to dodge the Great Grey One's attacks.

ANCIENT PROPHECY FOILED

Content with her victory, Lara returns to her mansion for a little rest and relaxation—there's nothing a good cup of tea can't soothe. The Tome of Eazel rests on a shelf in her library, along with countless other dusty books. Another mystery solved by the great gothic raider, Lara Croft.

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Croak is strutting his stuff in the deepest, most graphically advanced adventure to ever hit Game Boy Advance. With over 30 levels, multiplayer action, three playable characters, new moves and the most diabolical villain yet, it's more Croak than banefully possible.



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Media Violence



GAME BOY ADVANCE





reader report



With the release of **Donkey Kong**, **Mario Bros.** and three other classics, the e-Reader card collection is growing by leaps and bounds. Check out our winning strategies and news about a new e-Reader-compatible board game!

PARTY STARTER

The series that inspired the party game is spinning off into a fun and competitive card and board game for two to five players. Mario Party-e draws from the Pokémon card game and the Mario Party video games to create a new kind of gaming experience. Participants play cards from a 64-card deck on a playmat and compete for coins. Several cards feature decoders for e-Reader minigames that contribute to the chaos. The Mario Party-e set will be out in February.

Cast Away, Mario!



One of the Mario Party-e minigames challenges you to cast a Magic Wand from a floating boat and collect the creature that Peach calls out. If you pull up the wrong creature, or if you come up empty-handed, you'll lose the chance to move ahead of your competition.

Mario's Mail



Scissors pop out of a pipe and make a beeline for Princess Peach. It's up to you to avoid a massive mailer and smash the enemies before they scramble. If you manage to defeat all of the foes and refrain from hitting Luigi when he pops up, you'll win the challenge.

When Wario gets behind the wheel, all bets are off. As the mucky muck approaches the edge of a cliff, you need to hit the brakes before he runs out of ground. The player who stops closest to the edge of the cliff without going over wins a coin collection.



DONKEY KONG



1981-2002 Nintendo



Mario is barely as jumpman as the original Donkey Kong. He got the nickname because jumping is what he did best. As you guide the vanguard hero through the game's three levels, you must save Pauline from the hands of the giant ape and collect some of her lost items along the way.

GENERAL TIPS

Countdown Bonus



The level bonus starts at 5,000 points. It shrinks by 100 points about every two seconds. The sooner you reach the goal, the bigger the bonus you will collect.

Hop to It



As time goes on, barrels fall the longer it takes to get the barrels into the scene in Stage 3. The best way to ensure success is to rush to the goal.

Donkey Kong Digs Ya



After you complete all three stages, sending Donkey Kong to his doom, you'll start off over in Stage 1. The initial bonus tally will increase to 6,000 points and the level counter, next to the bonus point total, will indicate that you have reached Level 2. As the bonus increases, so does the game's difficulty.

STAGE 1

Bound over Barrels



The object of the first stage is to climb to the top of a series of ladders while DK rolls barrels down the slopes. You'll earn 100 points for every barrel that you jump. If two barrels approach with less than a barrel-width between them, leave one back of them with a running jump. If they fly further apart, perform two standing jumps.

Wrist, Then Run



Barrels can roll down slopes and ladders. As you're approaching a ladder, watch for barrels as they slope down and jump for them as they pass or they'll waste you time.

Hammer Slam



See it coming, the hammer! Not only can it destroy your progress, it can also destroy the ladders. Run in the top of the slope, then slide to break barrels as they approach and the ladder.

STAGE 2

Collection Bonus



Pauline has dropped two of her prized possessions. You'll gain 100 points for collecting each in three. (Total: 200 points.)

High Hop



Wario's taking a shortcut through the upper section of Stage 2 by jumping from the ladders to the platforms that have a layer of spikes.

Jack Attack



When you reach DK's level, the last challenge that you'll face in the game is over. The jack will jump over you as you wait at the top of the ladder. As soon as it passes you, run to the left and climb up the ladder. If you don't think you'll be able to make it in time, run past the ladder and let the next jack fly over your head.

STAGE 3

Building Breaker



DK waits at the top of a belted girder assembly in Stage 3. The object is to break every last link and send the monkey to the ground along with the structure.

Hot Pursuit



Fireballs are larger and less predictable than barrels. If you try to jump over a barrel, you'll probably land in the Flame Hot Pursuit of the leaping hot stuff.

Fight the Flames



The only way to clear away the barrels is to hit them with the hammers. Approach the upper hammer from below, grab it and swing in the middle of the structure. You'll be able to hit barrels that come from the ladder below you and from both sides.

MARIO BROS.

© 1991-2002 Nintendo

The man with the blue suspenders continues to hone his jumping skills and shows his penchant for pizza. When turtles, crabs and Fighter Flies pop out of the pipes, you must deal with them before they spread.

Punch for Points



Recent wars have started by grabbing coins. If a coin is above you, hit the coin to collect it.

Pop and Move



A well-placed punch will cause an enemy to fly forward and drop a coin for a quick lock.

King Crash Goomba Punch



You must hit a Goomba three times to break them out. The first time you punch a Goomba, hit it so that it falls back. If it falls, then punch it again. The second time you hit it, it will fly forward and hit at its feet.

POW Power



The POW block will destroy all enemies. While the Fighter Flys fly, hit the POW block to destroy it.

Big Bonus



At some time, a single jump will grab bonus level coins that float close to each other.

Turtle Turn



If you're waiting for an enemy, be aware that it will turn when it collides with other enemies.

Enemy Alert



Whenever a creature makes it to an exit pipe, a warning enemy will appear at your current level.

ICE CLIMBER

© 1991-2002 Nintendo

Superstar Ice Climber attempts to scale the highest peaks in 32 levels of mountain climbing mayhem. As you guide Popo to the summit, you'll use an Ice Hammer to break blocks and defeat enemies, then hop to the top.

Quick Break



You can break blocks! One section with one hop. Break sections requires four hops.

Hammer Up



If you want to pick a Mitterker out of the air, jump straight up and into the flying bird.

Cloud Control



If you want to break through a ceiling from a moving cloud, start at the front of the cloud and work your way to the back as you jump, concentrating your efforts on one spot in the ceiling.

Go with the Flow



Your middle lateral movement is restricted. If you're on a moving cloud, try to line up your jump so that you are moving in the same direction as the cloud.

Ice Slide Watch



Ice slides are the most dangerous. You can't jump over them, so you have to jump over them.

Block Blast



Thrusting a block in a block blast will cause it to explode. It's a good idea to jump over it.

URBAN CHAMPION

© 1991-2002 Nintendo

The object of Urban Champion is to win a turf war by punching your opponent into the next block. Move forward with force and never give up. Once you make your opponent cross the street three times, you'll win.

On the Edge



When your opponent is on the edge, try to keep your opponent from falling into the next block.

Cornered



When your opponent has you cornered, try to keep your opponent from moving with each jump.

Flower Power



As soon as the neighbor pops out of the window, try to position the hands so that your opponent is the one who gets clocked by a falling flower pot.

Mix It Up



Use the A and B button punches in combination and keep your opponent guessing.

Go Out



If the timer ticks to zero, the cops will lead away the loser who's closer to his car.

Beat the Rap



If the outlaws show up before two run out, you and your partner must wait until your respective sides of the block. As soon as the police car leaves the scene, move quickly to the center.

BASEBALL

© 1991-2002 Nintendo

Throw, catch and hit the ball for nine innings in a fully licensed version of America's pastime. Shortstop Baseball has all of the basics—fast action, big wins, double plays and home runs. Play Ball!

Strong Stance



If you're a pitcher, you'll be able to throw the ball faster. If you're a batter, you'll be able to hit the ball harder.

Run, Don't Walk



When you're a runner, you'll be able to run faster. If you're a pitcher, you'll be able to throw the ball faster.

Hit and Run



When you have a runner on base and the count is in your favor, send the runner on the job.

Extra Bases



If you want a runner to take more than one base, you must send him with the B button.

Crafty Throw



You can control the movement of the pitch while it is in the air. Try throwing an inside pitch that slides into the corner of the zone. The better pitcher won't swing, and you'll score a walk.

Pitch Around



There's no need to go for a quick K. If you're ahead in the count, throw the runner on the zone.

Play at the Plate



The outfielders have strong arms. Never pass up an opportunity to try to throw a runner on.

FUNDAMENTALS

CREATE GAMES AND LEARN TO PROGRAM WITH DIGIPEN'S PROJECT FUN



Program Progress

Basketball Basics

FUN with Physics

The most recent addition to Project FUN's Game Factory is FUN Basker, a simplified hoops sim. The game challenges the player to throw a basketball through a basketball hoop after setting the angle and speed of the toss. It's the first Game Factory project to use a realistic physics model and take gravity's effects into account. As you advance through the sessions, you'll add elements that will make the game fun to play and watch as the ball bounces off the backboard and through the hoop.



Set Up

After you've completed the Beginner sessions, you'll have the makings of a finished game. Use the cursor to set the ball's angle and speed.



Let Go

Press the space bar to toss the ball toward the basket. After bouncing off the backboard and around the rim, it may just fall through the hoop.

Advanced Sessions

As you follow the advanced sessions' steps, you'll add a second level which introduces a basketball obstacle that floats back and forth over the hoop, and additional levels that incorporate a timer. You'll also change the way the angle, speed and score are displayed.

Expert Sessions

The Expert sessions will show you how to add even more levels, a main menu, credits and a game play demo. You will also add a second player, making the game an alternating two-player competition—sort of like HORSE without the spelling.

Beginner Sessions

The first set of sessions introduces the game's main elements. You'll start by plotting the ball and the player on the map, then you'll add elements that allow the player to set the angle and ball speed. Next, you'll add a scoring system with two-point increments. In the final steps of the Beginner sessions you will add a vector line that plots the ball's trajectory and calculations that determine the player's shooting percentage after a complete hoops session.

FUN Facts

www.projectfun.digipen.edu

- The DigPen Institute of Technology's Project FUN is an online club that gives members opportunities to create video games on personal computers.
- Nintendo Power subscribers can join Project FUN at a rate of \$25 U.S. for an entire year. Details are available at DigPen's website: www.projectfun.digipen.edu.
- The Project FUN Game Factory offers instructions and assets that give members the power to create games.
- The Nintendo Power Fundamentals column offers information and advice on the latest Project FUN projects, with hints and ideas for additional fun features.



Bells & Whistles

Basket Bonuses

Once you've completed the Beginner sessions, you can add to your project by following our Bells & Whistles steps. One addition introduces a fireworks display to the game by using particle effects. It's a stunning change that will give the game a polished look. We'll also show you how to make the ball return to the player more quickly with an easy one-line code change.



Special Effects

Our main Bells & Whistles tip adds fireworks as a reward for every score.



Happy Returns

If you're in a hurry to get the ball back, you can make the program return the ball after one bounce.

Particle Plan

Step 1—Create an Animation Frame

Our first Bells & Whistles addition will show you how to develop a particle-effect explosion every time the ball falls through the hoop. Your first step is to make a particle. Create a new image in your paint program, setting the size to five pixels by five pixels. Fill the image with red pixels, leaving one pixel in each corner white. Save the file as redspot.bmp and place it in the project's Art Assets folder along with the other art files that support Actors.

Step 2—Add an Actor

Create a new Actor called REDSPOT and give it an animation set with the same name. Add the redspot.bmp image to the animation set, then save it and close it.

Step 3—Create a Sprite

The next step is to create a sprite that represents the new particle. Right-click the Sprites node under the Level_1 branch and add a sprite with the following properties:

| GENERAL | | ANIMATION | |
|-------------------|-------------|--------------------|---------|
| Name: | redSpot | Actor: | REDSPOT |
| Map: | basketField | Initial Animation: | REDSPOT |
| Visible: | unchecked | Initial Frame: | RedSpot |
| Visible check: | | | |
| DISPLACEMENT | | COLLISION | |
| Speed: | 3 | Pretest Collision: | select |
| Speed Y: | 3 | | |
| Vector Direction: | X: 0 | POSITION | |
| Vector Direction: | Y: -1 | Position X: | 240 |
| | | Position Y: | 650 |

Step 4—Add a Variable

Right-click the Variables node under the Level_1 branch of the project tree and add a variable with the following properties:

Name: delayParticles
Type: Number
Initial Value: 0

Step 5—Create a Particle System

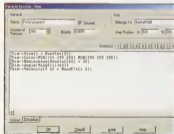
You'll use the redSpot sprite in a series of particle systems. Right-click the Particle Systems node in Level 1 and add a particle system with the following properties:

Name: ParticleSystem1
Used: check
Number of Particles: 250
Gravity: 0.0050
Belongs to: basketField
Map Position X: 420
Map Position Y: 320

Then enter the following code in the OnStart area:

```

This->Sprite = RedSpot120;
This->Color = RGB(255,255,255); RGB(255,255,255);
This->MaximumAge = RedSpot100+300;
This->Angle = Rand(13600);
This->VelocityY = RedSpot150;
    
```



Step 6—Create Particle System Copies

The particle system that you have created will serve as a model for six more particle systems. Right-click the ParticleSystems node, insert a copy, call it ParticleSystems and change its properties to:

Number of Particles: 200
Gravity: 0.0000
Map Position X: 30
Map Position Y: 370

ParticleSystems's OnStart code should read:

```
This->SizeInRadius(2);
This->ColorRGB(255,0,0);
This->MaximumAgeRead(100+40);
This->AngleRad(13.60);
This->Velocity(0,0,ReadFid(1));
```

Make a copy of ParticleSystems, call it ParticleSystems6 and change its properties to:

Number of Particles: 200
Gravity: 0.0000
Map Position X: 330
Map Position Y: 350

ParticleSystems's OnStart code should read:

```
This->SizeInRadius(2);
This->ColorRGB(255,0,0);
This->MaximumAgeRead(100+40);
This->AngleRad(13.60);
This->Velocity(0,0,ReadFid(1));
```

Next, copy ParticleSystems, call the copy ParticleSystems4 and change its properties to:

Number of Particles: 250
Gravity: 0.0000
Map Position X: 200
Map Position Y: 280

ParticleSystems's OnStart code should read:

```
This->SizeInRadius(2);
This->ColorRGB(255,255,255);
This->MaximumAgeRead(150+50);
This->AngleRad(13.60);
This->Velocity(0,0,ReadFid(1));
```

Copy ParticleSystems, name the copy ParticleSystems5 and change its properties to:

Number of Particles: 150
Gravity: 0.0000
Map Position X: 380
Map Position Y: 400

ParticleSystems's OnStart code should read:

```
This->SizeInRadius(2);
This->ColorRGB(255,255,0);
This->MaximumAgeRead(100+30);
This->AngleRad(13.60);
This->Velocity(0,0,ReadFid(1));
```

Make a copy of ParticleSystems called ParticleSystems6 and change its properties to:

Number of Particles: 100
Gravity: 0.0000
Map Position X: 250
Map Position Y: 330

ParticleSystems6's OnStart code should read:

```
This->SizeInRadius(2);
This->ColorRGB(255,255,0);
This->MaximumAgeRead(100+30);
This->AngleRad(13.60);
This->Velocity(0,0,ReadFid(1));
```

Your last particle system will be a copy of ParticleSystems6 called ParticleSystems7. It will have the following properties:

Number of Particles: 200
Gravity: 0.0000
Map Position X: 100
Map Position Y: 270

ParticleSystems's OnStart code should read:

```
This->SizeInRadius(2);
This->ColorRGB(100,250,250);
This->MaximumAgeRead(100+40);
This->AngleRad(13.60);
This->Velocity(0,0,ReadFid(1));
```

Step 7—Create a State Machine

Create a state machine called FireworksSM, select it to be used by sprites and drop in eight states. Call the first state Idle and give it the following Initial Actions code:

```
VariablePTR delay("delayParticles");
delay->Value=0;
```



The FireworksSM state machine will set off seven fireworks blasts. You'll start by creating the state and editing code to the Idle state.

Open the next state, call it Fireworks1 and enter the following Initial Actions code:

```
This->Visible(false);
This->VectorDirection(0,0);
ParticleSystem * FireWorks = NULL;
FireWorks = ParticleSystem * Search("ParticleSystem1");
if(FireWorks) {
    ParticleSystem * newParticleSystem = NULL;
    newParticleSystem = FireWorks->CreateParticleSystem();
    FireWorks->DeleteParticleSystem();
    newParticleSystem->Unused(false);
}
```

Then add the following Actions code:

```
VariablePTR delay("delayParticles");
delay->Value++;
```

Name the next state Fireworks2, copy over the code from Fireworks1 and change the first two lines of the Initial Actions to:

```
VariablePTR delay("delayParticles");
delay->Value=0;
```

Also, change the reference to ParticleSystems in the fourth line of code so it refers to ParticleSystems4 instead. Then copy the code in the ParticleSystems4 state to the next four states, calling the states Fireworks3, Fireworks4, Fireworks5 and Fireworks6. Change the ParticleSystems reference in each state to match the number in the state's name. Then copy the Initial Actions code to the final state, but delete the first two lines. Call the state Fireworks7 and change the ParticleSystems reference so it refers to ParticleSystems7.

Step 8—Connect the States

Make an edge from the Idle state to the Fireworks1 state. Then make an edge from Fireworks1 to Fireworks2 and keep connecting the states until they make a long chain. Open the first edge and change its Conditions code to:

```
return This->WorldPosition(Y)<650;
```

Then change the Conditions code in the edge that connects Fireworks5 and Fireworks6 to:

```
VariablePTR delay("delayParticles");
return delay->Value=0;
```

Copy the code to the other edges, then change the last number in each one to 5, 5, 5, 6, 7 and 4 respectively. Save and close the state machine.

Step 9—Assign Behavior

Open the redSpot sprite and assign the FireworksSM state machine to its behavior property.

Step 10—Change the ScoreFN Function

Once you've added the fireworks, all you have to do is modify the ScoreFN function so it will trigger the fireworks when the ball goes through the hoop. Open the function and add the following code to the end:

```
//getting an instance of the redSpot sprite
SpritePTR mainSpot="redSpot";
//Creating a copy of the existing sprite
Sprite * newSprite = CreateSprite();
//renaming the newly created sprite to activatedSpot
newSprite->Name="activatedSpot";
//make the activatedSpot sprite used
newSprite->Used(true);
```



Once you've got the fireworks in place, you can celebrate every score with a lot of fanfare.

Quick Return

Step 1—Modify the PlayerSM State Machine

The initial version of the game requires that the ball bounce more than five times before the player can get it back and shoot again. In the PlayerSM state machine, open the edge that points from the Shoot state to the Return state and change the last line from:

```
return (playerboard->IsTriggered(OIK, SPACE)) and bounce->Value>5;
```

to:

```
return (playerboard->IsTriggered(OIK, SPACE)) and bounce->Value>0;
```

Step 2—Save, Compile and Run

Play the game. As soon as the ball bounces once, you'll be able to get the ball back with a tap of the space bar.



Roll the ball, wait for it to bounce on the court once, then press the space bar. You'll get the ball back for another try.

TITLE WAVE

GOOZILLA DOMINATION!
HOT WHEELS: VELOCITY X
REVENGE OF SHINOBI
SUPER MONKEY BALL JR.



in a game based on the *Burt Ugly Martians* animated TV show, teenage martians R-Eop-A-Tune, 2-T-Fu-T and Do-Wh-Diddy and friends crash-land on the GCN. With its upbeat music, bright graphics and humorous story line, the new title by Vivendi Universal Games is fun for all ages of earthlings and martians alike. Choose your favorite BAKM (*Burt-Ugly Martians*) character, hop on your racer and morph into BKM (*Burt-Kicking Mode*)!



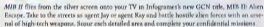
Keep an eye out for natural hazards on the race track, such as falling rocks, pools of water and cyclones. They could stand between you and sweet victory.



No one can pick up a board and be a pro right off the bat—it takes practice. Check out Practice Mode and run through the tutorial to learn how to land the big tricks.

Challenge Mode offers single objective levels that vary in difficulty. Perform each task within the time limit to unlock upgrades. If you master one, try the next.

Show off your smooth board moves by competing with a friend in Vic Mode. You can go head-to-head in a Score contest or a Ring contest!



You must blast your way out of the first room. The plan animas will appear in several waves. Use crates as shields from enemy attacks.

You'll find a few weapons to use against the alien enemies—some work better in certain situations than others. Switch weapons by pressing Y.

Search for the Warm Guys in each stage. If you save them, the Warm Guys will raise your points and unlock classified info. Be careful not to shoot them.



Throughout the game, you can unlock classified information on alien species, weapon info and other fun facts. You can access the Classified section from the main menu.



Violence

MONSTER JAM: MAXIMUM DESTRUCTION

There's nothing like the sheer thrill of controlling a rambling, roaring monster truck. In Ubi Soft's *Monster Jam: Maximum Destruction* for the GCN, you can race and build up a monster truck from the safety of your home. Participate in normal races, destruction challenges and a handful of minigames. You can also customize your monster truck in the garage to beef up its stats, then show it off to your friends in multiplayer mode.



POWER PLAY

Power-ups are scattered throughout each stage. They're usually out in the open, but sometimes they're in enemies or other objects. You'll have to grab power-ups before your progress so if you want to survive the destruction.

Take a break from the mayhem with our fun monster-truck minigames. The games range from Canyon Race to the Lava Island, where you compete to be the best truck standing.

As you smash your way to the top, you'll see your earnings. You can repair your truck and add powerful upgrades to boost your truck's performance.



Grab a friend and jump into the monster-truck action together in the split-screen two-player mode. Collect money, rack up points and try to stay in one piece.



The different racing modes let you open up to three other monster trucks for a few laps around the stadium. Chase your favorite monster truck and show them what you've got!



Rack up points and power-ups in 10-second rounds by smashing the environment and anything else in your way. Watch out for enemy trucks, or they'll put you out of commission.



Gambling
Strong Lyrics

STREET HOOPS

Activision's *Street Hoops* for the Nintendo GameCube captures street basketball's raw spirit. The options for character growth and customization are immense; the game features a create-a-baller mode, adjustable attributes, a tattoo parlor, a barber shop and more than a dozen courts around the globe to unlock. There are also groovy unlockable videos.



Travel the globe playing street basketball with the home teams of each area you visit in World Tournament Mode. Beat each home court team to unlock players and courts and win money.



In Lord of the Court Mode, you take on and train smaller opponents one single court. If you can beat every team that challenges you, you'll be Lord of the Court.



POWER PLAY

Race into your head-scratching work. Check out the person shop, tattoo parlor and barber shop to express your individuality and add the extra style.



hone your skills with a quick game in Fast-Court Pickup Mode. Practice your moves and learn some new tricks by looting talking on the big boys for cash.



Take on your friends in a multiplayer pickup game. Select the Half-Court Pickup game and choose to play 3-on-3, 2-on-2 or 1-on-1.



Create your own baller and add to their attributes with money you earn. You can change their body types, court positions and many other characteristics.



Violence

GOZZILLA DOMINATION!

Monsters are on the loose and in a battle for world domination! Only the strongest, most powerful monster will reign supreme in Infogame's *Godzilla Domination!* for the GBA. Play through Story Mode and save the world from destruction, or fight tooth and claw with up to three of your friends. Smash, stomp and slay your way to the top—may the best monster win!



Choose your favorite monster and battle through each level. The levels and opponents get tougher as you go, and some times you'll face multiple monsters at once. Stay alive to continue to the next level.



Each stage of *Godzilla Domination!* is fashioned after a different real city. The metropolitan areas are beautiful, with realistic landmarks and natural environments unique to each.



In some battles you will have a teammate to help you fight. In others, you will battle alone against two or three monsters. Carry your enemies and give them a blast of your energy breath.



POWER PLAY

Take out Mega-Guy enemies to earn Earth Time metal destruction! Hit the huge monster once, then use for the power source in its chest with the laser's weak spot. Dodge fire and head attacks.



Create custom battles for you and up to three friends. Average hearts for a tag team monster bar 50, or send everyone in for a free-for-all monster melee.



Mild Fantasy Violence

HOT WHEELS: VELOCITY X

Collect and race all your favorite Hot Wheels in THQ's *Hot Wheels: Velocity X* for the GBA. The evil MegaCog and his gang bosses have stolen the Hot Wheels from the Hot Wheels HQ in Story Mode. Gear Head (your character) must retrieve the stolen Hot Wheels by winning races and completing objectives. For a change of pace, try out Race Mode and Challenge Mode.



Regardless you find money along a race track, you can perform tricks. If you pull off a trick, energy will be added to your energy reserves. It's especially helpful when racing against enemies who are attacking you.



Play through Story Mode as Gear Head to win the stolen Hot Wheels Race against your enemies and complete small objectives to unlock new Hot Wheels and retrieve the stolen cars.



You'll find a lot of useful power-ups on each race track. Some will boost your character, and others will thwart your opponents with harmful effects. Learn when to use your items—you'll be unstoppable!



In Story Mode, you occasionally need to complete tasks ranging from controlling a fire truck to put out fires to collecting drums of radioactive liquid and returning them to the Hot Wheels HQ.



You can unlock a number of items in Story Mode. If you're really good, you can find all 35 cars. 10 character cards and new power-ups along the way, but it's no cake walk.



Shards can cast a variety of spells to vanquish his enemies. When you learn a new spell, experiment with it to discover which spells work best in each situation. Spells can often sway a battle in your favor.

Each enemy has its own attack style, so counter with different techniques to yield the best results. Roll, jump and charge to catch the enemy off guard. Speed and accuracy are the boss's way

...and more powerful as you advance our quest. The more you'll face guard beasts that will help solve the ancient mysteries.

Some times you'll encounter a locked door. Look for a key nearby to unlock the door and enter the building. Valuable weapons and spells often lie inside.



A screenshot from a game showing the GDAL! logo overlaid on a green, hilly landscape. The logo is in a stylized, blocky font with a blue and white color scheme.

When you get every banana in a level and finish quickly enough, you'll rack up some serious points. If you've skipped some bananas and you have enough time left, go back and pick up the remaining bananas.

Build your skills as you pass each level—there's a difficulty setting for every player type. The levels become more and more challenging as you progress from beginner to advanced to expert.

your Monkey
tails to a whole
level! Pick your
into Monkey Ball
acter and try one
our unique
games to add
the fun

Enjoy the top-down curvy action with your friends. Link up with two to three friends, or take turns on one GBA with up to four players. May the best monkey win!



BUST-A-MOVE 3000



CHECK IT! EVERYBODY'S FAVORITE BUBBLE-BUSTIN' PUZZLE GAME IS NOW AVAILABLE FOR THE NINTENDO GAMECUBE. WITH ALL THE CLASSIC BUST-A-MOVE FUN, YOU'LL BE BUSTIN' TILL THE BREAK OF DAWN.

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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES **JANUARY 2003**

★★★★★ EXCELLENT ★★★★★ GREAT ★★★★★ GOOD ★★★★★ SO-SO ★★★★★ POOR



JAMES BOND 007: NIGHTFIRE

Undercover and over the top, Bond's latest is a crowd-pleaser.

From the opening car chase in the streets of Paris to the complex story involving stolen weapons and a criminal mastermind, EA's latest 007 adventure is pure Bond—James Bond. Twelve missions in 10 international locations mix first-person perspective action with five high-speed vehicle sequences that allow you to take the secret agent's Aston Martin V8 Vantage out on the open road. Equipped with a spy camera, a wristwatch laser, a grappling device and a large collection of firearms, you must infiltrate enemy headquarters, gather intelligence and battle henchmen in an effort to save the world. An automatic aiming system and reminders of when you can use your high-tech gadgets help ensure mission success and keep the game moving at a pace that rivals that of the 007 films.



COMMENTS: *Steven*—From the gadgets to the double entendres, *Nightfire* is among the most authentic Bond games ever devised. Ambient effects, such as snowflakes drifting over a gundight, elevate

what could have been just an excuse for a firefight into a cinematic experience. *Chris*—Easily the best James Bond game since *GoldenEye*. Each level is different from the last, keeping the interest level high. *Jessica*—Smooth movement, great music and a captivating story line will keep Bond fans coming back for more.



MEDAL OF HONOR: FRONTLINE

Historical accuracy contributes to a compelling WWII battle experience.

June 6, 1944—as Lt. Jimmy Patterson, U.S. Army, you play an instrumental role in the D-Day invasion and five other major missions in the first GCN installment of EA's powerful Medal of Honor series. Working with the Congressional Medal of Honor Society and World War II historians, the game's development team has created a chaotic and realistic battle environment filled with flying bullets and exploding mortars. The first-person perspective action is confusing at first, but confusion is part of the game. Squadmates shoot instructions over the sound of gunfire and whistling bombs as fellow soldiers fall to the ground. Although it's not quite as graphic as *Saving Private Ryan*, the game's depiction of war is brutal and intense.



Up to four players can try multiplayer modes' eight different environments, which include open terrain and confined interiors. Players can team up or go head-to-head.

COMMENTS: *Alan*—The D-Day mission is one of the most intense and awesome levels I've played in a long time. The rest of the game is still great fun—it's just a lot more straightforward. *Scott*—The historical element makes the action compelling. The multiplayer mode is a nice extra for GCN players. *Jessica*—A must-have for any war game enthusiasts.



STAR WARS JEDI KNIGHT II: JEDI OUTCAST

LucasArts and Activision perform Jedi Mind Tricks on the GCN.

The third installment of the popular first-person PC adventure series that began with *Star Wars: Dark Forces* comes to the GCN with new multiplayer features and a bonus mission. *Star Wars: Jedi Knight II: Jedi Outcast* follows Rebel agent Kyle Katarn years after his battle with Jerec in the Valley of the Jedi. Along with his partner, Jan Ors, the former Jedi Knight must investigate the source of a curious transmission on an abandoned Imperial outpost. The adventure continues through more than 20 long, nonstop-roger-battling missions in which Kyle makes his blasters for his old weapon—the lightsaber—and fights face with the Force Push and other Jedi Mind Tricks.

Using a modified Quake III Team Arena engine,



the game is a fast-paced first-person adventure with plenty of puzzles and exciting battles. When you switch to the lightsaber, the camera switches to third-person perspective to let you better handle the weapons offensive and defensive moves.

Two players can step into the Jedi Arena and fight each other, along with up to 14 computer-controlled bantans in six multiplayer games, including Capture the Flag and Free for All.

COMMENTS: *Steven*—*Jedi Knight II* honors *Star Wars* mythology and extends the story line in a new direction. Otherworldly technology and sci-fi sounds are among the touches that elevate this FPS above many others. *Alan*—It can be difficult to

distinguish objects that you can manipulate with objects that are just part of the background. You often have to find a switch that looks like every other non-interactable switch in the area. *Scott*—*Jedi Outcast* tells an unfamiliar tale in the *Star Wars* universe, and that's exciting. If you love action, it's worth exploring.



NUFF-UGLY MANTARS: ZOOM ON DOOM!
 • Visual: Universal
 • 1 to 2 players, same hardware

E EVERYONE
 Coomic: Microsoft



Wacky sci-fi co-existing with Butti-buty Rurururur characters flies to the DCN in *Zoom or Doom*. Chinese from even characters (two of which are detachable) hop onto an OMAD (One Man Air Bike) and soar along each track. Power-up items include a tractor beam, a teleporter and a temporary anti-pilot. You also meet the multi-ton *Conqueror's* Cap or take on single race challenges. The tracks are surreal, but they have branching paths.

| | |
|--------|------|
| ALAN | ★★★★ |
| JOEY | ★★★★ |
| SHANE | ★★★★ |
| SCOTT | ★★★★ |
| STEVEN | ★★★★ |

EVOLUTION SKATINGBOARDING
 • Kamen! 
 • 1 to 2 players, simultaneous

T                                                                                                                                            

A screenshot from a game showing a character in a dark environment. The character is wearing a dark outfit and a hat. The health bar at the top is green and shows a value of 100. A timer at the top right shows 0:57. The character is holding a yellow object, possibly a weapon or a tool. The background is dark and appears to be a cave or a tunnel.

| | | |
|---|---|--------------------|
|  | Eight professional hitters, each with a different track through six seasonal stages, perform more than 70 tricks in Kowalski's tale on extreme sports. The graphics and game basics are not up to par with those of THP 5.4, but Evulsion Skateboarding does bring some things new to the game—less boring than that test your skate skills like no other skateboarding game. Seven game modes include a tutorial and two-player competitive. | SLAM ★★ |
| | | IGN ★★★★★ |
| | | JUGGS ★★★★★ |
| | | NET ★★★★★ |
| | | OTW ★★★★★ |

MEN IN BLACK II: ALIEN ESCAPE
• Infogrames
• 1 player

T Blood
Comic Michael
Vaccaro

A person wearing a red shirt and dark pants is captured in the middle of a baseball swing. They are holding a bat, and the background is a blurred outdoor setting, possibly a field or stadium.

A ship carrying electromagnetic armaments has crash-landed on Eden, leaving Agents Jay and Kay to clean up the alien mess in a single-player shooter based on the hit movie. After you defeat one alien horde with your choice of the two agents, a door will open to allow you to move on to the next group of creatures. Each agent has his own signature weapons. The game features five long missions, selectable training scenarios and a Bikes Mode.

MONSTER JAM: MAXIMUM DESTINATION
 • **Ulti Soft**
 • 1 to 2 players simultaneously

TEEN
T
 Violence



Monster trucks go head-to-head in a wild demolition derby that features exhibition matches, season play and six championships. Choose from 20 different trucks (including Spider-Man and Wolverine-themed vehicles) and take to the track. As you run into or race competing vehicles, you can pick up trash: firing power-ups or weapons that let you do damage from a distance. The best track in the race wins.

STREET HOOPS
• Action
• 1 to 4 players simultaneously

T Gambling Strong Lyrics

Taking a more realistic approach to organizing community sport basketball, the new NBA Street, Activision's Street Hoops presents five-on-five action in 3D settings, such as New York's Rucker Park and Philadelphia's T3s and Los Angeles' half-court. The game has options for one, two or three players per team. Use the cash that you earn from winning games to add stats to create new players.

RAIDERS' GATE: DARK ALLIANCE

- Interplay
- 1 to 2 players, simultaneous

TEEN

Blood
Use of Alcohol
Violence



| | |
|---|---|
| <p>The third edition of the <i>Dungeons & Dragons</i> rule set provides the statistics for action-oriented RPG fodder's Gate A. Less adventurous or two players working cooperatively can choose from those characters—a human wizard, a dwarf fighter or an elf swordswoman—and enter a world of epic adventures, sword leads, forest giants and dragons. The action is shown from an overhead view, with small characters in detailed environments.</p> | <p>6.66 ★★★★★ 6.66 ★★★★★ 6.66 ★★★★★ 6.66 ★★★★★ 6.66 ★★★★★</p> |
|---|---|

ESRB
E
 Everyone
 Suggestive Themes
 Violence


Grey cubes with puffly clouds painted on their faces float over flat fields of green in the surreal world of *Cubiverse*. The object of the game is to guide a cubeline "pig" through the wilderness, killing other creatures and eating their meat. As you advance, your creatures will mutate, grow horns and large, mate and eventually die, leaving its legacy in its offspring. Struggle, creative and amusing—*Cubiverse* is a game like no other.

| | | |
|---------|-------|-------|
| IGN | 4.5/5 | ★★★★★ |
| GAME | 4/5 | ★★★★ |
| PCWORLD | 4/5 | ★★★★ |
| PC | 4.5/5 | ★★★★★ |
| WIRE | 4/5 | ★★★★ |

BIE HAND VENDETTA
• Stars 
• 1 player

M **MASTERS OF THE UNIVERSE: THE MOVIE**
Blast
Strong Language
Violence

A photograph of a museum gallery with a red carpet and various exhibits. The image is somewhat dark and blurry, showing a perspective view down a hallway with exhibits on both sides. A red carpet runs down the center of the hallway. On the right side, there are large displays or cases. On the left, there are smaller exhibits and possibly informational panels. The lighting is focused on the central path.

| | | |
|---|---|---|
|  | <p>The bullets and smart remarks fly at rapid-fire pace in John McQueen's GEN masterpiece to raise to active duty.</p> <p>Featuring a new story with characters from the original <i>Die Hard</i>, <i>Die Hard: Vendetta</i> is a first-pain shooter that puts McQueen against Hans Gruber's son. The dynamic cinema can now list <i>Die Hard</i> for a mediaite fest. Here McQueen shows how the bad guys and leaves your movement in real time for explosive results.</p> | <p>ALAN ★★★★★</p> <p>CHOC ★★★★★</p> <p>DEMO ★★★★★</p> <p>JAYDA ★★★★★</p> <p>KIM ★★★★★</p> |
|---|---|---|

DISNEY SPORTS FOOTBALL
• Konami
• 1 to 4 players simultaneously

EVOLUTION
E
10-15-92

Up go four players chosen from 16 teams in a weekly football exercise that has a distinctive Disney flair: Fear game leaders tackle the Challenge Cup, in which you take on the entire league one team at a time, and Practice, which allows you to go over the same play as many times as you like. With victories, you earn special items and magic utilities. Use them to boost your stats in the middle of a game and give your team the advantage.

| | |
|-------|-------|
| DAVE | ★★★★★ |
| KEVIN | ★★★★★ |
| JESSA | ★★★★★ |
| MATT | ★★★★★ |
| STEVE | ★★★★★ |

**DISNEY SPORTS
SKATERBLUDDING**
• **Platform:** 
• **1 to 2 players simultaneously**

EVERETT
E
ESRB RATING
CONTENT RATED EVERYONE
AGES 3 AND UP




The Disney Sports Network turns its attention to skateboarding in a tick-tocked extreme sports competition for one or two players. Six selectable characters are rated in five categories. They range from well-traveled Mickey to Fieo, who is great in speed, strength and accuracy but lacking in spinning and jumping abilities. Challenge Mode presents fun objectives in each of six locations. Trick Championship Mode rewards high scores.

| | |
|---------------|-------|
| PLAY | ★★★★★ |
| GAME | ★★★★★ |
| GRAPHICS | ★★★★★ |
| SOUND | ★★★★★ |
| ENTERTAINMENT | ★★★★★ |
| VALUE | ★★★★★ |

DISNEY SPORTS SOCCER


- Console
- 1 to 4 players simultaneously

E
EVERYONE
AGES 3 AND UP

| | |
|---|--|
|  <p>The Disney game's soccer view is a real kick. Eight team camps in exhibition matches, the Dreamcast's Dream Cup and the soccerlike Challenge Cup. The camera stays close to the characters, while a cut shows player positions as the field. When you see special moves, you can perform magic shots and either cost money. You can rent shoes in the GBA version of the game using the link cable that connects the GCN with the GBA.</p> | <p>AGE ★★★★★</p> <p>ART ★★★★★</p> <p>GAME ★★★★★</p> <p>SOUND ★★★★★</p> |
|---|--|

EXTRA Violence

A screenshot from the video game 'The Sims 2'. It shows a character in a dark, industrial environment, possibly a factory or a laboratory. The character is wearing a dark suit and is standing near some machinery. The scene is dimly lit, with some light sources visible in the background. The game's interface is visible at the top and bottom of the screen.

| | |
|--|---|
|  <p>Max Jaws and his pal, Greatfish, take off for a fast and fun racing adventure through six big environments in Hot Wheels: Velocity X. As you guide Max to his destination, play darts with enemy vehicles and take on additional driving challenges. You'll unlock cars once you've won 25 races and see 100 gadgets. Multiple play options let up to four players race or battle. The fast car racing wins.</p> | <p>A-8 ★★★★★</p> <p>DMG ★★★★★</p> <p>ES ★★★★★</p> <p>ES ★★★★★</p> <p>ES ★★★★★</p> <p>ES ★★★★★</p> |
|--|---|

MONOPOLY PARTY

• **Intergame**
• **1 to 4 players simultaneously**

ESRB Rating: **E**



Hasbro's most-interactive board game comes to the GCN in a helpful adaptation. Boards, playing pieces and building sets are presented in three themes, including sci-fi and fantasy. In Party Mode, all players take their turns at the same time, ensuring a fast and fun game. Since using Monopoly players like to change the game's rules, customizable features allow players to adjust nearly every aspect of the game.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

NICKELODEON PARTY BLAST

• **Intergame**
• **1 to 4 players simultaneously**

ESRB Rating: **E**



Jimmy Neutron, Otto Rocket, SpongeBob SquarePants and the other Nickelodeon cartoon stars gather for an action-packed party that'll keep you laughing. The main game is a knockout fight among four characters. The object is to toss food at your opponent while staying out of the way of the food. There are four more mini-games, including a weekly basketball competition and a river race.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

COCKLE: DOMINATION!

• **Intergame/32 Megabits**
• **1 to 4 players simultaneously**
• **Multi-Pak Game Link**

ESRB Rating: **E**



A planet motor in heading for Earth and its magnetic field is making monsters go as a rampage. The only monster that isn't causing havoc is the one that's out of control. Helmut from his home planet from the world of Cockle and take on a field of "thick" cockle mutants. Some Story Mode battles give you a computer-controlled partner. Multiplayer modes include a customizable light, which allows you to select tone and screen.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

HOT WHEELS: VELOCITY X

• **1 to 4 Megabits**
• **1 to 4 players simultaneously**
• **Multi-Pak Game Link**
• **GCN Connectivity**

ESRB Rating: **E**



Take to the tracks for 32 sessions of stunt-driving action with your choice of more than 30 Hot Wheels cars. As you take on a host of hurdles, curves, you will fly some jumps, drive through vertical loops and search for shortcuts, picking up power-ups as you go. Link the GCN game with the GCN version of the game, using a Nintendo GameCube Game Boy Advance Game Link Cable, to select a bonus car.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

THE REVENGE OF SHOGUN

• **768K4 Megabits**
• **1 player**

ESRB Rating: **E**



Strike another blow. The Revenge of Shogun jumps to the GCN with original graphics and game play. Defeat. As master ninja Shogun, you must use a powerful sword, throwing stars and ninja spin to take on five shogun lords who are charged by the power of their elemental weapons. The game's play control and movement are a little rough, but overall, it provides lots of action and thrills.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

SUPER MONKEY BALL 2

• **1 to 32 Megabits**
• **1 to 4 players simultaneously**
• **Multi-Pak Game Link**

ESRB Rating: **E**



The Monkey Ball series goes portable with 16 stages of monkey-mania. Action plus four outrageous Monkey Bunch, Monkey Bunch, Monkey Bunch levels, which you can select by category, take in the main game. Join Alim, MonMe, Jambina and only as they rock, roll, ramp and fly in the ball in a perfect GBA version of GCN original. Success requires precise control and plenty of practice.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

ASADI: TERROR GENERATION

• **Drawn/32 Megabits**
• **1 to 2 players simultaneously**
• **Multi-Pak Game Link**

ESRB Rating: **E**



Andy Agassi and some fictional friends you face off in a series of death-defying play in Agassi's Terror Generation. Quick Match Mode allows you to play a single set in any of five locations. Arcade Mode sends you through a series of five different matches, and Championship Mode gives you the chance to play from the quarter-finals to the finals in an international tournament. Each location has a different type of playing surface.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

DISNEY SPORTS BASKETBALL

• **Native/128 Megabits**
• **1 to 4 players simultaneously**
• **Multi-Pak Game Link**

ESRB Rating: **E**



Hit the hardwood for two-on-two basketball in a simplified but fun basketball game. Take on tournament play in Challenge Mode, jump into exhibition game to increase your players' skills through player training. Create your team of four from six separate Disney characters and enhance their abilities with 27 items. A tutorial teaches you 22 basketball techniques. Six managers also add to your training.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

DISNEY SPORTS FOOTBALL

• **Native/128 Megabits**
• **1 player**

ESRB Rating: **E**



The Disney gang scores a touchdown with great graphics. Select from four different teams and take on a field of computer-controlled opponents in a championship tournament. When you defeat a team, capture one of the Disney stars. To join your team and bring him back to the field. The game doesn't have as many features as Disney Sports Soccer or Basketball, but the variety in style and play control is solid.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

DISNEY SPORTS SKATBOARDING

• **Native/128 Megabits**
• **1 player**

ESRB Rating: **E**



Four Disney characters (Mickey, Donald, Goofy and Minnie) compete on six courses in a crazy skateboarder's demonstration. In Trick Attack Mode, you can switch courses by reaching checkpoints, collecting items and performing tricks. Donald Jon Mode challenges you to drill a crowd with gravity-defying stunts. Play control is smooth and responsive, but the variety of tricks is very limited.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

DISNEY SPORTS SOCCER

• **Native/128 Megabits**
• **1 to 4 players simultaneously**
• **Multi-Pak Game Link**

ESRB Rating: **E**



With solid soccer action and tons of features, Disney Sports Soccer is a real winner. You can choose from five teams, each rated in three categories (power, technique and speed) and go up against the competitors in the Game Cup or the Challenge Cup. You can also test your soccer skills in six managers, which increase in difficulty as you complete them. The 32 teams that you can use in the Challenge Cup add to your skills.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

DIOR'S TAZAR: RETURN TO THE JUNGLE

• **Adaptive/32 Megabits**
• **1 player**

ESRB Rating: **E**



Nineteen side-scrolling, action-packed levels show Dior's monkey hero boy in Dior's Tazar: Return to the Jungle. Run, jump, climb, swim and swing from one tree to the next, as you quest for a cure to his battle disease and powers. Your weapons include a spear, lightning bolts, powerful fists and strong lungs. When you let out a Tazran yell, animal forces will come to your aid.

ALM ★★★★★
CMR ★★★★★
JMR ★★★★★
JMR ★★★★★
JMR ★★★★★

1 SPY CHALLENGER!

• Scholastic® Magazines

1 player



MINORITY GOLF

Free Magazine



Scholastic's 1 Spy Challenger is a multi-layered set of four single games that are designed to test the young player's ability to identify objects and match them with objects of the same type. **Minority Golf** presents a list of items that challenges the player to find items from the list among a large selection. **Keep Drop** asks players to drop items in groups that already contain items of the same type.

ALL ★★★★★
Critic ★★★★★
FAM ★★★★★
JUG ★★★★★
STY ★★★★★

NHL HITZ 20-02

• Multi-CD Magazines

1 to 4 players simultaneous

Multi-Play Game Link



Wayne's power-packed NHL Hitz franchise comes to Game Boy Advance with a three-on-three hockey masterpiece. The action takes place in Exhibition and Season Modes. Select your favorite NHL team, choose three of nine available players, then hit the ice. The game reves at rapid fire pace with excellent play control. The GBA version doesn't have the rearranging of the GCM version, but the core game is better off.

ALL ★★★★★
Critic ★★★★★
FAM ★★★★★
JUG ★★★★★
STY ★★★★★

PHANTASY STAR COLLECTION

• TRIGG Magazines

1 player



A classic Sega RPG series comes to the GBA. **Phantasy Star Collection** combines PS I, PS II and PS III. Generations of Doom, all on one age. Pick your favorite adventure parties, master the use of weapons and magic, and embark on their journey to save the planet Meta. Since the PS presents the games in their original version, the predictable release improves as you go from the first game to the third.

ALL ★★★★★
Critic ★★★★★
FAM ★★★★★
JUG ★★★★★
STY ★★★★★

POWER RANGERS: WILD FORCE

• TRIGG Magazines

1 to 4 players simultaneous

Multi-Play Game Link



The Power Rangers join forces to take on Degrade in a 3D stage overhead action brawler. Every Power Ranger has abilities in five categories: speed, jump, attack, vitality and skill. After you select your ranger, you can choose three wild rangers to come to your aid in team-up attacks. At the end of each stage, you'll go up against a boss then fight the same villain again in a Megaranger battle. Multiple players team up for cooperative play.

ALL ★★★★★
Critic ★★★★★
FAM ★★★★★
JUG ★★★★★
STY ★★★★★

POWERUP GUILLS: NEW AND SEX

• GMM/54 Magazines

1 player



Blissman, Robbins and Ballerang hunt up a ring of crooks and go after the evil film in a nice level battle through the city of Townsville. You can select your favorite Powerup Gull, then fly through the city and shoot villains with special powers such as the Electricity Gull, the Sonic Screen and the Shockwave. Three mischievous misadventures include: Powerup Football and a dance game called Gullie Fights Fever.

ALL ★★★★★
Critic ★★★★★
FAM ★★★★★
JUG ★★★★★
STY ★★★★★

REIGN OF FIRE

• GMM/54 Magazines

1 player



The war between humans and dragons rages in **Reign of Fire**, a GBA adventure loosely based on the novel. You'll start by controlling a group of humans—hunting, mining, fighting dragons and putting out fires. You can fight on foot or control a variety of vehicles. After you complete several missions, you can switch roles and control an actual dragon, helping it grow, mature and fight the human horde.

ALL ★★★★★
Critic ★★★★★
FAM ★★★★★
JUG ★★★★★
STY ★★★★★

MINORITY REPORT

STEVEN SPIELBERG'S FUTURISTIC THRILLER EXPLODES ONTO ALL NEXT GEN GAMING SYSTEMS

FALL 2002



EVERYBODY RUNS



Minority Report: The game features a variety of futuristic weapons and vehicles.



Minority Report: The game features a variety of futuristic weapons and vehicles.



Minority Report: The game features a variety of futuristic weapons and vehicles.

PlayStation 2



AVAILABLE TO OWN ON DVD
DECEMBER 17TH



GAME FOR ADVANCE



ACTIVISION

activision.com

SABING THE TEENAGE WITCH: POTION COMMOTION

• UNL Soft/32 Megabits
• 1 player



Just Nidia is causing a commotion by mixing crazy spells and hatching silly schemes. You must guide Selina through a series of cute-sorcery levels to collect magical items and reverse the effects of Nidia's spells. As you wander through Selina's house and school, you'll learn six helpful spells and manage a collection of companions, presented by the Quixote. The game play is simple but fun.

AAA ★★★★★
CBB ★★★★★
CBB ★★★★★
AABB ★★★★★
AABB ★★★★★

SMUGGLER'S RUN

• Destination 64 Megabits
• 1 player



Pick up and deliver contraband while you elude the authorities in fast-moving vehicle kettler Smuggler's Run. Smuggler's Mission Mode challenges you to embark on a smuggling career. Tort War Mode drags you right into the action in a race against computer-controlled rivals to pick up and deliver items. You can choose to battle in forest, desert or snow stages. A confusing navigation system makes finding checkpoints difficult.

AAA ★★★★★
CBB ★★★★★
CBB ★★★★★
AABB ★★★★★
AABB ★★★★★

SSX TRICKY

• EA 64 Megabits
• 1 player



Eddie, Cass and 18 more stars of the SSX return for the GBA adaptation of the game that defied snowboarding rivals on the GBA. The portable version of SSX Tricky delivers single events and a World Circuit with two exciting play styles: freestyle and downhill on eight courses. The action is not quite as fast and furious, and the courses are not as wide open as they are in the original game.

AAA ★★★★★
CBB ★★★★★
CBB ★★★★★
AABB ★★★★★
AABB ★★★★★

KEY



NUMBER OF MEMORY CARD SLOTS REQUIRED



ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN: [Icons]
ANUT: [Icons]
CHRIS: [Icons]
GEORGE: [Icons]
JESSICA: [Icons]
SCOTT: [Icons]
STEVEN: [Icons]

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

Early Childhood
Everyone
Teen (13+)
Mature (17+)
Adult (18+)
Rating Pending

To contact the ESRB, call 1-800-971-7778.



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NEXT ISSUE

VOLUME 165 — FEBRUARY 2003

Adventure Awaits



The Legend of Zelda: The Wind Waker

Link will sail sail on his biggest, most epic adventure ever this spring. Watch for a version of our times and game play details in February.



Great Previews and Reviews



The Lord of the Rings: The Two Towers



Star Wars: Bounty Hunter



Pokémon Ruby and Sapphire



Rayman 3: Hoodlum Havoc

Speed Special

February's Player's Poll Sweepstakes will heat up the winner chit with a huge Logitech Speed Force giveaway. Several NP readers with a need for speed will win the GCN-sponsorable steering wheel controller and a library of racing games.

High-Tech Tension!

Next month's GCN strategy coverage will review two tech-driven thrillers. Activision's Minority Report offers 3-D adventure set in the near future, and Ubi-Soft's The Sum of All Fears presents sharp-edged squad-based combat.



Minority Report



The Sum of All Fears

Plus!

- SKIES OF ARCADIA LEGENDS
- DISNEY'S PK: OUT OF THE SHADOWS
- WRECKLESS: THE YAKUZA MYSTONS
- DR. MUTO
- JUSTICE LEAGUE: INJUSTICE FOR ALL (IGRA)
- DIGIMON BATTLESPRINT (IGRA)
- YU-DI-DRI! DUNGEON DICE MONSTERS (IGRA)
- SONIC ADVANCE 2 (IGRA)



Crash Bandicoot 2: N-Tranced (GBA)

IT'LL GRAB YOU!



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2003 Calendar

Population: Growing

JANUARY

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday |
|--------|--------|---------|-----------|----------|--------|
|--------|--------|---------|-----------|----------|--------|

| | | | | | | | |
|--|----|----|----|---|----|----|----|
|  | | | | 1 New Year's Day | 2 | 3 | 4 |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 |  | | | |

FEBRUARY

| Order | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|-------|--------|---------|-----------|----------|--------|----------|
|-------|--------|---------|-----------|----------|--------|----------|

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
|  |  |  |  |  |  |  |  |  |  |  |
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | | | | |
| Grandday Day | | | | | | | | | | |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | | | | |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | | | | |
| Wednesday's Day | | | | | | | | | | |
| 23 | 24 | 25 | 26 | 27 | 28 | | | | | |
| Thursday's Day | | | | | | | | | | |
|  | | | | | | | | | | |

MARCH

| | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--|--------|---------|-----------|----------|--------|----------|
|--|--------|---------|-----------|----------|--------|----------|

| | | | | | | | |
|----|----|----|----|----|----|----|---|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| 9 | 10 | 11 | 12 | 13 | 14 | 15 | |
| 16 | 17 | 18 | 19 | 20 | 21 | 22 | |
| 23 | 24 | 25 | 26 | 27 | 28 | 29 | |
| 30 | 31 | | | | | | |

APRIL

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------|--------|---------|-----------|----------|--------|----------|
|--------|--------|---------|-----------|----------|--------|----------|

| | | | | | |
|--|-------------------------|--------------------------|----|--|------------------------------|
|  | 1 April Fool's Day | 2 | 3 | 4 | 5 Cherry Blossom Festival |
| 6 | 7 | 8 | 9 | 10 | 11 |
| Cherry Blossom Festival <small>(Cherry Blossom Day and Day)</small> | Cherry Blossom Festival | 12 | | | |
| 13 | 14 | 15 | 16 | 17 | 18 |
| | | | | | |
| 20 | 21 | 22 Halloween Day | 23 | 24 | 25 |
| | | <small>Extra Day</small> | | | 26 |
| 27 | 28 | 29 | 30 |  | |

MAY

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------|--------|---------|-----------|----------|--------|----------|
|--------|--------|---------|-----------|----------|--------|----------|

| | | | | | | | |
|---|--------------------------------|----|----|----|----------------------|--------------------------------|---|
|  | | | | | 1 Spring Cleaning | 2 | 3 |
| 4 | 5 | 6 | 7 | 8 | 9 | 10 | |
| 11 Midweek Day | 12 | 13 | 14 | 15 | 16 | 17 | |
| 18 | 19 Spring Day Spring Day | 20 | 21 | 22 | 23 | 24 Good Friday (Easter Day) | |
| 25 | 26 | 27 | 28 | 29 | 30 | 31 Whit Monday | |

JUNE

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--------|--------|---------|-----------|----------|--------|----------|
|--------|--------|---------|-----------|----------|--------|----------|

| | | | | | | |
|----------------------------|----|---|----|----|-------------------|--|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Kanmon Filling Tutoring | | | | | | |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| Kanmon Filling Tutoring | | | | | Dissemination Day | First Day of the Year |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Kanmon Filling Tutoring | | | | | | |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Kanmon Filling Tutoring | | | | | | |
| 29 | 30 |   <p>When someone says the words, someone goes over their kappas go on a mission and go up to the top of the hill at the week. Work hard!</p> | | | |  |
| Kanmon Filling Tutoring | | | | | | |

NINTENDO
POWER

Welcome to Animal Crossing

Population: Growing!

2003 Calendar



JULY

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--|--------|---------|--|--|--|--|
|  | | | 1 Garden Day  | 2 Pawprints Over  | 3 Pawprints Over  | 4 Pawprints Over  |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 | 31  | |

AUGUST

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|--------|---------|--|--|--|--|
|  | | | 1 Pawprints Over  | 2 Pawprints Over  | 3 Pawprints Over  | 4 Pawprints Over  |
| 5 | 6 | 7 | 8 | 9 | 10 | 11 |
| 12 | 13 | 14 | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 | 31  | |

SEPTEMBER

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|---|---|---|----------|--------|----------|
|  | 1 Labor Day  | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 Harvest Moon  | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 Ball Sports Day  | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 National Cheese Day  |  | | | |




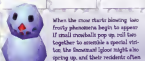
OCTOBER

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--|---|---------|---|--|--------|----------|
|  | 1 | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 Beyonday Day  | 16 | 17 Halloween Evening Through October 29th  | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 Halloween  |  | | |

NOVEMBER

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|--|--------|---|-----------|----------|--|----------|
|  | | | 1 | 2 | 3 | 4 |
| 5 Full Felling Tuesday  | 6 | 7 Mugger Day  | 8 | 9 | 10 | 11 |
| 12 Full Felling Tuesday  | 13 | 14 Offshore Day  | 15 | 16 | 17 | 18 |
| 19 | 20 | 21 | 22 | 23 | 24 | 25 |
| 26 | 27 | 28 | 29 | 30 | 31 Halloween Evening Through October 29th  | |

DECEMBER

| Sunday | Monday | Tuesday | Wednesday | Thursday | Friday | Saturday |
|---|--|--|--|---|--------|----------|
|  | 1 Snow Day  | 2 | 3 | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 Top Day  | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 | 31 New Year's Eve  |  | | |

When the new year's eve party phenomena begins to appear, it's time to get up and see together to celebrate a special occasion. The New Year's Eve party is a great time to get up and see their residents often have new games and gifts for you!

SMALL LARA.



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